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September 1998  
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110

*D. Williams*



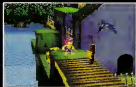
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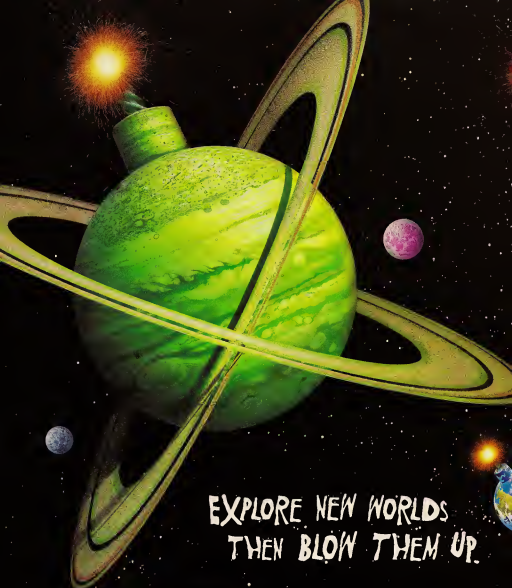
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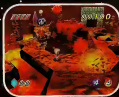
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## THE SECOND COMING

October 1998



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- Ben "Smasher" Jackson



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### 154 – Tricks of the Trade

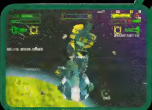
Want to switch characters in the middle of a round in X-Men Vs. Street Fighter on the PlayStation? Then go to Tricks!

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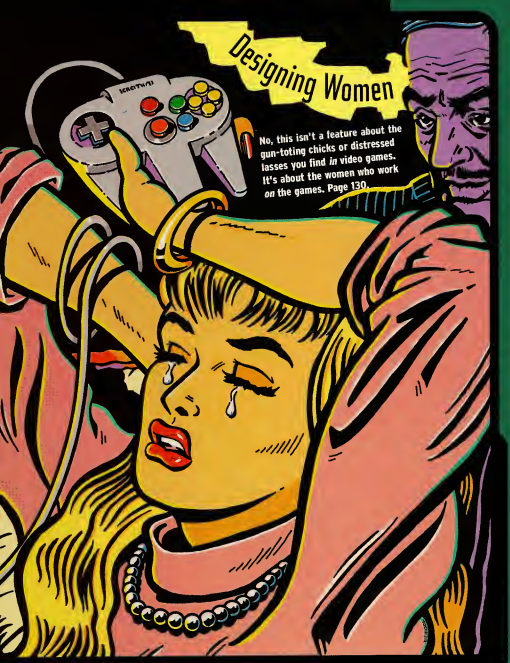
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As if Colony Wars didn't look good enough before. Now it's even higher-res than before. Turn to page 60 for the whole story.

## Designing Women

No, this isn't a feature about the gun-toting chicks or distressed lasses you find *in* video games. It's about the women who work *on* the games. Page 130.





***Lucky FOR you***   
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# RC RACER

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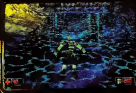
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# letters

Compiled by Shoe

## Pity

I feel so bad for the person(s) who has to read all of your mail. You get more letters of complaints rather than praise, and I bet you can't count on your fingers and toes how many "witty" people write "I dare you to print this letter."

Hats off to the enduring staff. Don't give up—some of us still enjoy your mag.  
Jason Oswald  
Xenloquor@aol.com

Thanks for the kind words. Believe it or not, we actually get way more good mail than bad. We simply don't feel a need to print many self-serving letters of praise (maybe we should more often, if you think the EGM fan is a dying breed). In fact, we'll usually leave out the popular "I love EGM" or "You guys kick ass!" parts of most letters to save space for more substantial stuff.

But we do print complaint letters once in a while, just to let you all know that we do listen and to show that we're not afraid of criticism or negative publicity (by the way, the "I dare you to print this letter" thing is the lamest trick in the book—it only annoys us and lessens your chances of seeing your letter in print).

## Gone, But Not Forgotten

What happened to Kelly Rickards? He disappeared from the last few issues and was replaced by Dean. There was no statement saying where he went.  
ICHI@BANJY29@aol.com

All we know is Dean really, really wanted to be on the Review Crew, and Kelly just mysteriously vanished one day...

Seriously, Kelly left to take care of things in his personal life. We wish him well.

## Letter of the Month

### So Whatcha' Want?

Everyday, I hear about the big debate over which system is better. Is it the PlayStation or the Nintendo 64? Well, in the video game business today, somehow or another, a 32-bit CD-based system thrives and is dominating its competition, and it isn't the best system out there when you're talking about specs.

How is this possible? How can a less superior system be dominating over a 64-bit system? I'll tell you why: marketing. Sony and its associates took the knowledge they have about marketing and jumped into the video gaming business and took over.

This should be a message to Sega. When they introduce their new system, they should take some

pointers from Sony or else their system will fall even before it comes out. But if you consider the history of Sega, the system is already doomed in my opinion. They may have a bigger and better system coming out, but will people actually buy it? When it does finally come out, the PlayStation and the N64 will have taken a firm grip on the market—why would people go out to buy something that they think is the back of their minds will fall?

So Sega, if you really want to succeed with Dreamcast, think about what the people want, then make logical steps to please them. Don't take this new system and do what you want, because what you want isn't necessarily what the people want.

LEAKY@PE@aol.com

Let's hope Sega has learned a lesson from its previous three not-so-successful Sega CD, 32 X and Saturn. From listening to *Seas of America's* president and CEO Boreale Stolar, we feel fairly (but not completely) confident that Dreamcast won't suffer the same fate as the last three Sega machines (that

as always, only time will tell). He recognizes that Sega has made big mistakes in the past, and he knows that Dreamcast might be the company's saving grace and last hope. Hey, Bernie even admitted that RPGs are an important part of Sega's game plan. If that's not a sign of a new attitude at Sega's helm...

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Lombard, IL 60148

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Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name or address printed, tell us so (but please include your phone number and mailing address for Letter of the Month contest consideration).

## A Clone's A Clone

I have been a big fan of your magazine, but one thing continues to annoy me. You constantly refer to any 3D platform game as a "Mario 64 clone." Super Mario 64 was a revolutionary game that opened up a new gaming genre. Nobody refers to a 2D platform game as a Super Mario Bros. clone, or a light gun game a Duck Hunt clone. These new 3D platformers are simply building and strengthening a new genre of gaming. So lay off the clone crap.

ryanwh@netIns.net

Face it. Jersey Devil, Croc, Gex...you can see direct Super Mario 64 influences in all of them. And don't tell us that you can look at Banjo-Kazooie or Conker 64 without thinking of Super Mario 64.

But don't you worry. The catch-phrase "Mario 64 clone" will eventually wear out. After all, you don't hear the industry using "Doom clone" that much any more.

## The Tardy Boys

Here I have the August issue of EGM and to my surprise, no Banjo-Kazooie review. What's up with you guys lately? How can we make educated purchases if you don't get the review in there before the game comes out? Somehow, GamePro managed to get the review out before the game was released. You better get some better connections at Nintendo because your tardiness is noticeable.

John Jacobsen  
BLKDOG@AOL.COM

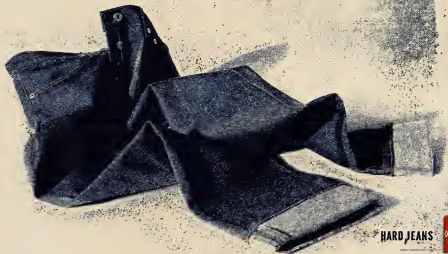
Who cares? Banjo-Kazooie's just a silly Mario 64 clone. Just kidding. Here's the deal: Some magazines (we won't name



Contributors: No win on letters, I control it. You will be receiving a JarratZu (PS2) in place of the SAT & Shogun's Pit (PS) (N64).

Dear Mr. Editor, I have been a fan of your magazine for a long time. I have always enjoyed reading it and I have always enjoyed writing for it. I have always enjoyed reading it and I have always enjoyed writing for it. I have always enjoyed reading it and I have always enjoyed writing for it.

# DENIM RIGOR MORTIS.



HARD JEANS





names), in order to beat everyone to the punch, reviewed an incomplete Banjo-Kazooie beta that Nintendo chose to a press tour two months before the game was released. The game has since been changed for the final version, which we reviewed in this issue, the earliest possible review on the finished and completed Banjo-Kazooie. This is not a blind accusation; Nintendo representatives confirmed this for us.

We're not willing to compromise our review policy, even if it means getting our reviews to you a little bit late. Don't forget, you can always go to [www.video-games.com](http://www.video-games.com) for up-to-the-minute info (free plug!).

While we're on this complete/incomplete-games-for-review subject...

## Re-Questing Apologies

I've been a loyal subscriber for two years now but after reading your Quest 64 review I had to respond. You people are completely inept, giving this great game such poor scores. I was at E3 where I played the game and talked to the developers. I asked about the game time, and THQ said it takes their best tester 25 hours to finish. But you say 15 hours? Why? Because it turns out you got an incomplete game. You should only review the completed game, not a rush job given to you because you forced THQ to send you a copy before they were ready.

I expect an apology to the readers and to THQ, or at least an honest review on the completed game!

Boris Nepomnichy  
bn69t792@bcm.tmc.edu



Pictured above is Crispin's last saved game file for Quest 64 (saved right before the game's finale). He beat the full, completed, reviewable game in under 10 hours. It took the testers how long to beat Quest 64?

The Quest 64 we played and reviewed was 100 percent complete, and we did beat the game in under 15 hours (in fact, Crispin beat the game in just under 10 hours—he said it was a 15-hour game to give slower players some extra time). So either the people you spoke to at E3 greatly exaggerated the time it takes to complete Quest 64 (because naturally, they want to make the product look as good as possible to you, the consumer), or we're better at playing the game than their testers are.

Our reviews stand.

## Sega Q's And A's

I own a Sega Saturn and I want to play import games on it, like X-Men vs. Street Fighter. I have some questions.

1.) I have heard that GameShark lets you play import games on the Sega Saturn, but if you put the GameShark in the cartridge slot, where do you put in the 4 MB RAM cart?

2.) Is there another way of playing import games on your Saturn?

3.) Will Vampire Savior be coming to U. S. shores? What about X-Men vs. Street Fighter with the RAM cart?

Howard Kwak

howard@shopguide.com

1.) You can't use the GameShark to play import games that require the 4 MB RAM cart. You can only plug in one cartridge or the other. The only way to play the import games that use a RAM cartridge on an American Saturn is to...

2.) Modify your Saturn. We can't tell you how, but someone, somewhere can fix up your Saturn to play Japanese games without a GameShark. That will free up the cartridge slot for your RAM cart.

3.) Vampire Savior will be coming to the U.S. as Darkstalkers 3 for the PlayStation only. You won't see it, or X-Men vs. Street Fighter (or any other future Street Fighter clones) for the American Saturn.

## More Monkey Business

In issue #107, I had my letter published in your magazine. The letter asked why there were pictures of monkeys in the past few issues. But to my dismay, I didn't get an answer. All I got was a picture with some

mental patient and his monkey. The monkey was biting Shoe while Crispin and Trickman Terry were in the background. Do you guys just love monkeys so much that you have to put them in your magazine?

Seve Ebbers

Birbrook, ONT, Canada



## All-Flaw Baseball '99

While I rarely ever disagree with your reviews, I am compelled to write you concerning your analysis of Acclaim's All-Star Baseball '99 for the N64. This game is filled with bugs—MAJOR bugs. It shocks me that none of your reviewers picked up on the massive amounts of flaws in this game.

This game freezes up and crashes, fails to correctly load and calculate stats, offers features that have to be manually configured by the user, and most galling of all, also won't play a nine-inning game sometimes because it "forgets" how many innings the game is set for.

If Acclaim has any kind of reputable people working behind the scenes, they should recall this title immediately and give a refund to anyone who spent money on it. Nintendo should also be ashamed for granting this title its coveted "Seal of Approval." Iron out the problems, and I'm sure even the most irritated of consumers would be willing to give this admittedly great-looking title a second chance.

Andy Dursina

dursina@worldnet.att.net

We played All-Star Baseball '99 for several days, and we didn't encounter any of the problems you spoke of. But that's the nature of bugs—they don't always happen.

## Question of the Moment

**What game franchises need to die before more sequels come out?**

I love all the Mega Man games, but enough is enough. I think Mega Man should die in the 3D PlayStation version  
tbaumann@gte.net

Sanic the Hedgehog needs to have his ass blown away.  
OoACEsoO@aol.com

Clay Fighter, Colony Wars (sorry, but it sucks), Toshinden, Bubsy Jet Moto, Mortal Kombat and Tecmo Super Bowl.  
11256@concentric.net

Definitely Mortal Kombat. It's gotten stupid now.  
terran@erols.com

I don't know about you guys, but 14 Street Fighter games are enough for me. I mean, c'mon, Ryu and Ken must be like 50 by now!  
ROB1234123@aol.com

Sorry...Tomb Raider.  
Ms6Bulls@aol.com

If anyone says Final Fantasy, I'll hunt them down and slit their throats.

ReedSkylar@aol.com

Those damn Final Fantasy games...they suck. (I'm kidding...)  
andyoettinger@hotmail.com

**Next Month's Question of the Moment:** What was your favorite moment (a.k.a. "coolest moment") in a video game?

Send your short, but sweet, responses to: [EGM\\_Mail@ed.com](mailto:EGM_Mail@ed.com) with the subject heading: **MOMENT**

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**namco**

We're sorry we couldn't warn you of any glitches, but our reviewable copy of this Baseball Stars clone worked fine. Believe us, if we knew the game had any problems, we'd let you know about them.



Our copy of All-Star Baseball '99 worked just fine. Perhaps these bugs surfaced in the very final production phase?

We showed your letter to Bob Picunco, marketing director for Acclaim, and here's what he had to say:

"Acclaim takes the quality of our product very seriously. Each product is subjected to rigorous testing procedures. All-Star Baseball '99 was tested by Acclaim Studios in Texas, our Quality Assurance Center in New York and by Nintendo. We have received a few calls regarding issues with the game. Most problems have been attributed to the use of unofficial controllers, memory cards or accessories. We recommend using only official Nintendo accessories with All-Star Baseball '99.

"There are two situations for which we have received calls that are easily fixed:

1.) When you create a player or change your roster, you must save your changes immediately. This will create a roster on the controller pak. If you are playing a season you must save your roster and save your season separately. When you return to the game, you must load your roster first, then your season. Rosters must be reaved if you make changes throughout the season.

2.) The game does not simulate other teams' games after each game you play. It only updates the games after completing a series. For example, if you were to play the first two games of a three-game series, the standings for the other teams will not be updated. After the third game of the series the other games will be simulated.

"If you are experiencing any difficulties with any Acclaim game please feel free to call our Consumer Service department at (516) 759-7800 or contact us via e-mail at techsupport@acclaim.net."

## Something Nice To Say

Your issue #109 cover (with Lara Croft) is breathtaking! It is the best video game magazine cover that I have ever seen!

Apoll012@InfoAve.net

Thanks, but we don't deserve all of the credit—Robert Silvers, the Georges Seurat clone, made the cover image for us (you may have seen some of his other work, like *The Truman Show* movie poster and some Star Wars stuff).

See? Told you we get nice letters.

## Bad News

I find it very interesting that ASCII is making a game called RPG Maker (it's about time someone came out with a creative game like that). I was wondering...

XCloudPSX@aol.com

We'll just stop you right there before you go too far. We have some very bad news for you. Both *Fighter Maker* and *RPG Maker* have been cancelled.

Unfortunately, ASCII doesn't have the resources or manpower to localize these two Pinball Construction Set clones. Because of the complex nature of the games, the original development team in Japan would have to fix them up for the

American market, and they're currently busy working on other projects. ASCII doesn't expect conditions to change, so the game is officially canned for release in the States. Sucks, doesn't it?

## ASK SUSHI-X

Who's the most hardcore gamer of them all? Why it's our very own Sushi-X, *Electronic Gaming Monthly's* top video game expert. If you have a specific game-related question for our mysterious ninja friend, write him! He'll pick out a few and answer them as only he knows how.

Send in your questions to:

Sushi-X  
1920 Highland Ave. #222  
Lombard, IL 60148

or e-mail: sushi\_x@zd.com

## Letter Art

Where creativity, your favorite video game and a stamp can make you immortal!

### WINNER

David Palumbo  
Clearwater, FL

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



### Close, but no controller



Ian Donmeyer  
Pine Grove, PA



Mark Nell  
Belva, WV



Geoffrey Garzotta—Tyler, TX



Dustin Ryan—Orange Park, FL

### The ASCII Control Pad



Put your creative skills to the test by drawing and a PSD envelope (no large business type) with your own unique touch. Send your letter art to:

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Lombard, IL 60148

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# Press Start

The hottest gaming news on the planet

# Pixelized Reality

*The debate on violence in video games is sparked by a bill in Florida that would keep minors from viewing violent games*



Four of the most violent console titles—(top to bottom): Duke Nukem: A Time To Kill, Mortal Kombat 4, Grand Theft Auto and Resident Evil 2.

Violence in video games is hardly a new debate. As far back as the late '70s, when game graphics were not nearly as realistic as they are on today's systems, there was concern that violence in games could lead to real-life acts of aggression. The issue came to a head five years ago when Senator Joseph Lieberman and Herbert Kohl made headlines with a crusade against two games in particular: *Night Trap* and *Mortal Kombat*.

Out of that came the Entertainment Software Ratings Board, which now assigns a rating according to content. The ESRB ratings, which are voluntary (with Blockbuster being the only nationwide chain that enforces the system), have been successful in heading off cries from politicians to ban violent games. A wide majority of the games rated are between the Everyone and Teen categories, while Mature games on consoles are few and far between, and Adults Only games nonexistent. The four or five examples of extremely violent titles that come up every year make up a small fraction of the total amount of entertainment titles available.

Due to recent incidents of teen violence in schools, namely those in Pearl, Miss., Jonesboro, Ark., and Springfield, Ore., the issue of violence in games has flared up again.



Virginia's extremely violent game *Thrill Kill* will probably be the next game to come under fire from lawmakers for its rather explicit scenes of graphic violence. Above is just a sample of what to expect.

This time in Florida, in the form of a bill that if passed, would levy stiff fines against arcade and business owners who displayed games considered violent in view of anyone under 18 years of age. This would likely affect arcades where games like *Mortal Kombat 4* are in full view of those under 18 and demos or videos at retail locations for both computer and video games, even though the bill is mainly aimed at arcades. Fines of \$5,000-10,000 would be assessed (not to exceed \$50,000 total) and deposited in a trust fund to treat victims of violent crimes.

Sponsored by Florida Senator

John A. Grant (R-Tampa) and state representative Barry Silver (D-Boca Raton), the bill—called the "Children's Protection from Violence Act"—was defeated at the beginning of May. But not before gaining quite a bit of momentum, including support from Florida Governor Lawton Chiles, who told a news conference "I'm afraid some kids won't realize that when you shoot someone in real life, slipping another quarter in the machine won't bring them back." Though defeated, it doesn't mean that this bill is a distant memory or that bills like it won't pop up in other states in the future. "We feel that it's unconstitutional-

## What is Graphic Violence?

According to the "Children's Protection from Violence Act" (which was defeated): "Graphic violence" means the depiction or representation of death or severe injury, including, but not limited to:

1. Decapitation
2. Disembodiment
3. Repeated instances of bloodshedding; or

4. Grotesque cruelty, in a way such that the depiction or representation shocks the conscience of the community and exceeds the boundaries of what should be tolerated in a civilized society." One has to wonder how you could classify a game that "shocks the conscience" of an entire community. Not the Teletubbies game!

Douglas Lowenstein, president of the IDSA (Interactive Digital Software Association), successfully led the opposition to the bill in Florida.



al. We led the opposition to [the bill in Florida] and we're pleased that it was defeated. We expect that it will be reintroduced and we'll oppose and fight it vigorously," IDSA president Douglas Lowenstein told us.

"If we allow some of our young people to have their minds poisoned by this violence, it affects us all," Silver told the Associated Press. "This violence has affected the moral fiber of our youth." This statement was made about video games specifically, but statements like it have also recently been made about TV, music and movies.

"There's a tendency to look for the simple scapegoat, and video games are the simple scapegoat," Lowenstein said. "There's no question that after incidents like these there's a knee-jerk reaction—a need to find out why something like this would happen."

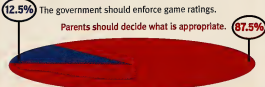
Nolan Bushnell, regarded as the father of video games by many and currently CEO of In.no.City, an arcade/interactive learning project, told us, "I think kids can

## I'm afraid some kids won't realize that when you shoot someone in real life, slipping another quarter in the machine won't bring them back.

for the most part, differentiate between 'life' experiences and behavior and 'game' experiences and behavior. The problem is that there are 'edge kids' that cannot—and what to do about this is a problem for society. There is .001 percent that are going to be affected in a negative way. Does that damn the whole lot? It shouldn't."

Fact is that studies on the effects of violent games on children have failed to yield conclusive results. Like ratings systems on TV programs and parental warning stickers on music, the responsibility on policing content falls on parents across America and the limits and ideals they want their kids to follow. As the first amendment guarantees free speech and freedom of expression, any ban on violent games would be unconstitutional—however, that has not stopped politicians from trying to gain public favor by tackling the Issue.

## What is Your Take on Video Game Violence?



Source: Videogames.com mail poll results for Mon July 6, 1998



## GamePAC rallies the troops against politics

There hasn't been an organization in the industry with the specific task of lobbying Congress to protect the interests of the electronic entertainment industry. Until now, that is.

A number of PC developers and others have formed a political action committee, called GamePAC. Announced at E3, the committee recently released a statement about its intentions, "to develop a political action confederation made up of people who develop, promote and publish computer games."

Another part reads: "It is time that our voices be heard. As an industry, we have more political power than we can even imagine. Except for a few voices—such as the IDSA, an industry trade association representing software publishers—our industry is not heard in Washington and state capitals. However, the voices of lawmakers who want to blame our industry for violence in our society, who want to mandate a ratings system, who pass internet censorship laws, are heard, while we remain silent."

Among the participants involved in the inception of GamePAC were: Mark Shander, the marketing director for IcePick Games; Vince Desiderio, CEO of Running With Scissors; Gail Markels, General Counsel of IDSA; Bobby Seale, founder of the Black Panther Party and head of production for R.E.A.C.H. Cineme Productions; and Derek Smart, designer and lead developer of Battlecruiser: 3000AD.

## Warning: Do not inhale

Not on the heels of the recent video game violence bill in Florida come accusations by some that the advertising for Fox Interactive's *Nico: Nitrous Oxide* glamorizes drug use and culture.

Ginny Marston, executive vice president of the Partnership for a Drug-Free America told the *Washington Post*, "We're not trying to imply that anything that goes on in pop culture is going to cause drug trends to change single-handedly, but we have to all recognize the huge influence that pop culture has on kids and attitudes toward drugs."

Just remember: Real gamers don't use drugs.

**NEVER TRIP ALONE**  
ALWAYS USE A PLUNDER MAGE

## Lara Croft set to hit the big screen in '99

She's a hit on the small screen. Some game players idolize and worship her. She's been on scores of magazine covers. She's not real. Yet, if you ask the average person who Lara Croft is, they probably wouldn't know. That is, until next summer, when Paramount releases the *Tomb Raider* movie.

While the role of everyone's favorite buxom polygonal babe hasn't been cast yet, Paramount has already begun promoting the movie, which is scheduled to hit theaters summer 1999 (hope it doesn't open on the same weekend as *Episode One of Star Wars*. That'd be a losing battle). The posters, which started appearing on the Web and in movie theaters in June, ask the question "Who is Lara Croft?"

Of course, we'd all like to know which actress will be playing her. For fans, the casting of Lara will make or break the movie. Sites like *The Croft Times* ([www.cubelit.com/ctimes/](http://www.cubelit.com/ctimes/)) are following the movie closely, and so are we. Keep your eyes glued to [videogames.com](http://videogames.com) and future issues of *EGM*, and we'll report it the minute we know.

The *Tomb Raider* movie is just the first of a series of movies based on video games that includes *Doom*, *Wing Commander* and the recently announced *House of the Dead*.



Nell McAndrew (above) is the new face of Lara Croft—for now, that is. At left is one of the promotional posters for the *Tomb Raider* movie.

## Event

### Fans of retro games convene

Is retro gaming your hobby? If so, it might be worth your while to trek to The Holiday Inn Casino Boardwalk in Las Vegas August 21-23 for World of Atari, a convention dedicated to Atari and all the consoles of the past. Special guests include Rob Fulop of Imagic fam, John Harris (formerly with Tigrvision), and Howard Scott Warshaw (formerly with Atari and designer of *Yar's Revenge*, *Raiders of the Lost Ark* and *ET*).

Tickets range in price from \$25-60, depending on if you buy them in advance and what you wish to attend at the conference. There are a number of activities that are limited.

There will be exhibits, vendors selling classic games, an auction and more. For more information, visit <http://www.atarihq.com> or e-mail [editor@atarihq.com](mailto:editor@atarihq.com).

>70% of the 4,000 products rated by the ESRB are suitable for all audiences.

## Honored



Rare's *GoldenEye* received four awards at the first Interactive Achievement Awards ceremony, held in Atlanta during Eg. The game took Interactive Title of the Year, Console Game of the Year, Action Game of the Year (Console) and Outstanding Achievement in Software Engineering.

Other winners include *Final Fantasy VII—Adventure Game of the Year* and *Role-Playing Game of the Year*, *WCW Vs. NWO: World Tour (N64)—Fighting Game of the Year*, *Diddy Kong Racing—Racing Game of the Year*, *International Superstar Soccer—Sports Game of the Year* and *Parappa the Rapper—Outstanding Achievement in Sound and Music* and *Outstanding Achievement in Interactive Design*. As reported last month, Shigeru Miyamoto won the Hall of Fame award.

## Tidbits

**Crystal Dynamics' Legacy of Kain: Soul Reaver** for the PlayStation has been pushed back to a release in 1999. The reasoning behind it is because of the game's ambitious scope and a willingness to not sacrifice quality to make the release date.

By the time you read this, the World Cup will be over, and so will the careers of pirates trying to cash in on soccer mania. EA and its Turkish distributor, Aral Ithalat Ltd., helped bust a ring of counterfeit video games worth more than \$300,000 including several of EA's products (World Cup 98 included).

## 30-second Blitz

Kordell Stewart, starting quarterback for the Pittsburgh Steelers and spokesman for Midway's hot arcade game *NFL Blitz*, recently shot the commercial for the game in Santa Clarita, Calif., at the College of the Canyons.

In the commercial, Stewart "practices" throwing the football. At one point he says to his coach, "Haven't missed one all day." Then, as the camera pans upward and over his shoulder, it is revealed that Stewart's using members of the marching band as target practice.

Stewart describes *Blitz* as "very physical. It's obviously the total opposite of what real world football presents."



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a veteran is a guy who's playing his second game.



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A stylized, high-contrast illustration of a woman's face, likely Lara Croft, wearing large, black sunglasses. The background is a gradient of yellow and orange. The sunglasses are the central focus, with the game title overlaid on the right lens.

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## Say What?

"There are plenty of deals to be made in the \$5.4 billion entertainment software industry."

—WIRED July 1998 6.07

"Home movies are a \$25 billion industry, home video games \$7 billion..."

—WIRED July 1998 6.07

WIRED picks a number at random and writes the word billion after it when talking about the games industry.

"I'm not a girl, and I don't know how to make games for women."

—Duke Nukem project leader George Broussard, as quoted in the June 30 San Francisco Chronicle. Apparently, Broussard is a man completely at one with his sexuality.

"The Web is the world. Perhaps, when Obi Wan talked about 'The Force' in *Star Wars*, he was really talking about a non-wired Web. We will probably not need wires in a few years once the satellite systems get up and we have bio implants, and then later bio transceivers genetically engineered into our DNA."

—The Internet as described to GameSpot

News by Nolan Bushnell, the father of video games as we know them. So that's why his lips weren't moving when he talked to us.

"I'm talking about [games] where you engulf yourself in a virtual reality and pursue women so you can rip them all apart to the stereophonic sounds of 'Kill! Kill!'"

—Boca Raton, Fla. Rep. Barry Silver proves that he knows a lot about video games [sarcasm off]



Nolan Bushnell in the days of Chuck E. Cheese.

## At the Movies



### Zombies Ate My Neighbors

Sega's zombie shoot-'em-up *House of the Dead* is the latest video game to be turned into a movie. Bob Dylan's son, Jesse (not Jakob, frontman of The Wallflowers) will direct the film. Jesse Dylan optioned the rights to the film from Sega out of his own pocket. Dreamworks is set to release the movie.

Writer Mark Verheiden—who brought *Time Cop* and *The Mask* to the big screen—worked on a narrative story line with Dylan and will write the movie's screenplay.

Verheiden's and Dylan's *House of the Dead* is located in a small town where the local college's most fashionable kids also happen to be zombies. A zombie murder at a rave sets up the invasion of the "goth" house by the film's heroes. Hmm...maybe it's "loosely" based on the game.

### Gex Jumps onto Color Game Boy

Hot on the heels of several announcements of Color Game Boy titles at E3 (including *Kanami's Spawn*, among others), Crystal Dynamics recently announced that GEX: Enter the Gecko will be jumping from the Sony PlayStation and the Nintendo 64 onto the upcoming Game Boy Color when it releases later this year.

GEX: Enter the Gecko picks up where the original GEX left off. GEX must battle his enemy, Rez, who is attempting to take over television broadcasts. So GEX is thrust into the Media Dimension where he fights off creatures in such levels as The Rocket Channel, Toon TV and Kung-Fu Theater.

With GEX's next home adventure set to be released next year, this Game Boy Color excursion might just be what GEX fans need for the holidays.

[www.crystald.com](http://www.crystald.com)

Everyone's favorite Gecko with an attitude is set to hit the Game Boy Color later this year. How will his wise-cracking antics translate to the portable screen? We'll all find out soon enough.



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## International News

# NEC Goes Daydreaming

NEC reveals its first two titles for Sega's Dreamcast

NEC, whose Power VR chipset makes up the heart of Sega's Dreamcast system, recently unveiled its first two titles for the machine in Japan: Seventh Cross and Sengoku Turb.

Seventh Cross, a simulation/RPG, merges 3D exploration with a life simulator. As you fight and eat other life-forms, your character begins to evolve. One option allows you to choose how you evolve. As you evolve, you gain access to explore more areas, such as the highlands or the sea. Seventh Cross will have more than 850,000 life-forms for you to battle, eat and use to evolve.

Sengoku Turb is NEC's entry into the action RPG category on Dreamcast. It follows a very lighthearted, wacky story line of Jino-chan, a warrior forced to take sides in a war.

The game is scheduled for release on Nov. 20—the same day the system launches.

The other game, Sengoku Turb, is a comical action-RPG (title set in a fully polygonal world). The main character of the game is a little girl named Jino-chan. During a flight through space, her ship is forced to land on the planet Lion. On this planet, a war between two countries, Cat and Sheep, has broken out. She joins the war as chief of army on the side of the Cat. As it sounds, there will be lots of wacky, kiddy and comical battles. Sengoku Turb is scheduled for a winter release.

The Seventh Cross merges the RPG and life simulation genres. As you see here, you will take on many different life-forms along the way.



## Strap this kitty to your belt

When Nintendo introduced Pocket Pikachu in Japan last March, it was a huge success. So much so, that now Nintendo is introducing a follow-up starring one of Japan's most recognizable characters—Hello Kitty.

Pocket Hello Kitty goes on sale in Japan on Aug. 21 at an MSRP of 2,500 yen, the same price as the Pocket

Pikachu (approximately \$18 at current exchange rates).

In addition to the features from Pocket Pikachu, Pocket Hello Kitty has items and events that happen throughout Kitty's life. You can also collect various items and then use them as the occasion arises. There are minigames similar to that of Pocket Pikachu's too.



Playing tennis is just one of Hello Kitty's hobbies.



# International News

## The 64DD Question

64DD changes from game delivery to enhancement

Nintendo's position in Japan will get a boost when Pocket Monsters Stadium and Zelda are released. But when talking about the Japanese N64 market, it's hard to ignore the 64DD, which currently looks as if it's being transformed from a game delivery medium to an enhancement peripheral. The same thing could happen in the United States.

Examples are adding up of games that were originally DD only being fitted to be cart and DD combos. Conversely, cartridge games are getting DD add-on disks or upgrades.

Take for example F-Zero X, which features a randomized track generator option that makes new tracks each time you play. When the DD course editor/upgrade is released, you'll be able to edit and store these tracks to disk. EA Square's Sim Copter 64 will be released in Japan on Sept. 25. This game works in conjunction with Nintendo/HAL's SimCity 64 on the DD allowing you to fly through cities you've built. Pocket Monsters Stadium has 33 of the 151 Pokemon from the Game Boy version. It's expected that when the DD comes out, a disc will be released which will have the rest.

Mother 3, once thought to be a DD-only title will likely come as a cart and DD. The reason is that the cart can be used for the game's engine and the DD for loading extra data when necessary. This speeds up the game making any load time negligible.

Finally, the Zelda 64 DD upgrade will be used for the "second quest," allowing gamers to go back into the game and get a lot more out of it. Miyamoto told Japanese magazine The 64 Dream that once the cartridge Zelda is complete, his team will divide in two: one to work on Zelda DD, the other on a new, yet-unknown game using the Zelda engine.

Even with all of this, there are still games that will be 64DD-only: Mario Artist, SimCity



64 and Cabbage (Miyamoto's virtual pet project), and reportedly more than 30 from the Nintendo-sponsored company Marigold.

Miyamoto also recently revealed to Kid News, the Chicago Tribune's weekly kids section that "A sequel to Super Mario 64 is in the works. The game will be released when we feel it is completely finished and offers new and challenging gameplay experiences. The rough timing is between the end of this year and summer 1999." It's been reported that Miyamoto started work on it some time ago, but left it mid-way through to complete Zelda.

It's also been recently revealed that the teams responsible for 1988's Snowboarding and Yoshi's Story are both already hard at work on new games.

## International Bits



### Calling All Developers

Sony Computer Entertainment (SCEI) announced a general call for entries for its game developer-support program, Game Yaroze '98. Once the applicants get SCEI approval, they'll be fixed up with an office, development equipment and support for up to three years. Finished games will be released by SCEI.

This is the fourth time Sony has done this. SCEI's puzzle game XI (Devil Dice in the States) came out of the program.

### Nintendo, Hudson Join Up

Nintendo has teamed up with Hudson, the company responsible for the Bomberman series. The companies have jointly established a software development company called Manegi. Manegi will develop N64 games based on Game Boy titles and provide the know-how and tools to other software companies.

### Derby Lands on SF

Japan's most popular horse-racing simulator is coming to the Nintendo Super Famicom (Super Nintendo in the States) this summer. A Game Boy version will be released this winter followed by a Nintendo 64 version next spring. The series' creator, Hiroyuki Sonobe, implied that the N64 version will communicate with the Game Boy version through a 64GB cable, which enables you to use the Game Boy as an N64 controller.

## Sayonara, Pokemon

As an example of the immense popularity of Pokemon in Japan, ANA (All Nippon Airways) is flying Pokemon jets this summer. Two of the airline's domestic line jets will feature popular Pokemon characters (Pikachu, Arla and Mew among others) painted on the side. Mew is the 151st Pokemon from the Game Boy titles, which was given away specially at last year's Space World expo. On a side note, it's not yet known how or if Nintendo of America will make Mew available to players.

These jets took their maiden voyages on July 2. Pokemon characters will be featured inside the cabin on paper cups, seat covers and flight attendant aprons

(but where are the Pokemon air sick bags?). Passengers will also enjoy one of the two animated Pokemon movies while flying.



## Gear Up, Solid Snake

Can't hardly wait to play this month's cover-story game, Metal Gear Solid? If so, this is sure to make you drool.

A deluxe limited-edition package for Metal Gear Solid will be available in Japan in September for 9,800 yen (about US\$80 at current exchange rates). It includes the game, a 45-page color art book, a Metal Gear T-shirt, the Metal Gear soundtrack, a Fox-Hound dog tag with serial number, a metallic sticker for your memory card, and a gear container. If you're into this package, reserve one now with your local game importer—they might be hard to get a hold on.

The game will also come with two demos: One for the sequel to the popular RPG, Suikoden, which is expected to be released by year's end. The other will be the horror adventure title, Silent Hill. Konami hasn't announced a firm release date for Silent Hill yet.



# Top 20

The Top 20 Best-Selling Games of May, 1998

1	Tekken 3 Namco		Last Month 2
2	Gran Turismo Sony Computer Entertainment		NEW
3	1080° Snowboarding Nintendo		Last Month 1
4	Kobe Bryant in NBA Courtside Nintendo		Last Month 20
5	Need for Speed III: Hot Pursuit Electronic Arts		Last Month 3
6	GoldenEye 007 Nintendo		Last Month 6
7	MLB Featuring Ken Griffey Jr. Nintendo		NEW
8	Triple Play 99 Electronic Arts		Last Month 4
9	MLB 99 Sony Computer Entertainment		Last Month 16
10	Tomb Raider Eidos		Last Month 7
11	Yoshi's Story Nintendo		Last Month 5
12	Breath of Fire III Capcom		NEW
13	Super Mario 64 Nintendo		Last Month 11
14	Resident Evil 2 Capcom		Last Month 8
15	Mario Kart 64 Nintendo		Last Month 13
16	Rampage: World Tour Midway		Last Month 10
17	Crash Bandicoot Sony Computer Entertainment		Last Month 12
18	WCW Nitro THQ		Last Month 9
19	WCW Vs. NWO: World Tour THQ		Last Month 14
20	Twisted Metal Sony Computer Entertainment		Last Month 18

Source: NPD 18575 Video Games, May, 1998. Call them at (516) 402-2345 for questions regarding this list. Top 5 game descriptions written by the UGM staff.

## Tekken 3

1

A surprise return to number one from the finest fighting game ever created. If ever a game was worthy of scoring 10's from the review crew this is it. Flawless controls, beautiful graphics and incredible animation make this a definite number one.

10 | 10 | 10 | 9.5  
Origh | John R | John D | Sashi



2

### Gran Turismo

Single-handedly responsible for revitalizing the racing genre, Gran Turismo will be a game by which others are judged for a long time. Expect this game to stick around.

9.5 | 9.5  
John D | John R

9.0 | 9.0  
Dean | Craig

3

### 1080° Snowboarding

A not-so-surprising drop for Nintendo's "different" sports title. Is it something people will remain passionate about? Or will it be a video game fashion victim?

9.5 | 8.0  
Shawn | John R

7.5 | 8.5  
Dan | John D

4

### Kobe Bryant in NBA Courtside

Sports-starved N64 owners vote with their feet escalating this to a good position. The highest climber on the chart this month. Will it stay with the Playoffs over?

7.5 | 8.5  
Craig | John R

8.0 | 8.5  
Dean | Dan

5

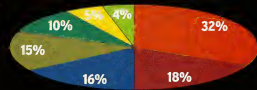
### Need for Speed III: Hot Pursuit

A sure-fire victim of Gran Turismo's might if ever there was one. A respectable return to form for the series, but still not a match for Sony's baby.

8.0 | 8.0  
Sashi | Craig

8.5 | 8.0  
Kelly | Dan

## Most-Wanted Video Games



- 1. Zelda: The Ocarina of Time
- 2. Metal Gear Solid
- 3. Tomb Raider 3
- 4. WWF War Zone
- 5. Tomorrow Never Dies
- 6. Turok 2: Seeds of Evil
- 7. Perfect Dark

Source: Videogames.com Poll June 1998

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10000 Glenview Road, Irvine, CA 92618. Contests ends 4/30/00. Prizes are not cashed in for every game package.

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## Top 10 Editors' Picks

1	<b>Banjo-Kazooie</b> Nintendo		
2	<b>Tekken 3</b> Namco		
3	<b>Int. Superstar Soccer '98</b> Konami		
4	<b>Shining Force III</b> Sega		
5	<b>Gran Turismo</b> Sony Computer Entertainment		
6	<b>NCAA Football '99</b> Electronic Arts		
7	<b>Int. Superstar Soccer Pro '98</b> Konami		
8	<b>CRG: Red Alert: Retaliation</b> Westwood Studios		
9	<b>Karaoke</b> Atari		
10	<b>WWF War Zone</b> Acclaim		

## Top 10 Japan

Courtesy of Famitsu Magazine

as of June 21, 1998

1	<b>XI (64)</b> Sony Computer Entertainment		
2	<b>Comb. Pro Soccer: Sekai Wo Mezassu!</b> Leaf		
3	<b>Winning Eleven 3: World Cup France '98</b> Konami		
4	<b>Langrisser V: The End of Legend</b> Banpro		
5	<b>FIFA Road to World Cup '98</b> Electronic Arts Sports		
6	<b>'98 Kuzushiji</b> Dreemworks Interspace		
7	<b>Packet Fighter</b> Capcom		
8	<b>World Cup '98 France -Road to Win-</b> Sega		
9	<b>GB Let's G God All-Star Battle MAX</b> Atari		
10	<b>Theme Hospital</b> Electronic Arts Sports		

## Top 10 Arcade

Courtesy of AllPlay Magazine

as of July 1998

1	<b>Ikkiken J</b> Konami	
2	<b>Marvel Vs. Capcom</b> Capcom	
3	<b>Golden Tee '97</b> Incredible Technologies	
4	<b>19XX</b> Capcom	
5	<b>Bus-A-Move Again</b> Taito	
6	<b>Metal Slug 2</b> SNK	
7	<b>World Class Bowling</b> Incredible Technologies	
8	<b>Super Puzzle Fighter II</b> Capcom	
9	<b>Zero Point</b> Gamevision	
10	<b>Police Trainer</b> P.E.P. Marketing	

# QUARTERMANN

Video Game Gossip & Speculation

Recent proofings have revealed, somewhat unsurprisingly, that an awful lot of developers are working on games for the two imminent new systems—namely the Color Game Boy (due in stores on Nov. 23) and Dreamcast...or DC as Sega is insisting we all call it. While the Dreamcast stuff isn't surprising, it has been particularly refreshing to see the excitement surrounding the new Game Boy.

The Q's network of spies, inspired by the promises of free booze, women and Warheads Sour candy for discovering trinkets of info, have dredged up the following. First, while there are six games due to be launched with the Color GB, there is a good chance that within spitting distance of Christmas we'll see Konami's color version of NHL Hockey, Sega (mentioned elsewhere in News), a revamped GB version of Quest for Camelot and...er, something I'm sure we're all waiting for with bated breath, a new version of *Tikus the Fox*. Um...yes. Can't wait for that one. First-party stuff from Nintendo is likely to include a brand-new Mario game (surprise), a version of *Pokemon* and a new version of *Tetris*, which is rumored to be so advanced that it will somehow interface with an N64 version set for release at the same time. Not sure how this is going to work, but the Q's sources are reliable on this one.

On the Dreamcast side of things, we are reliably informed that ASC games are now also set to publish stuff although no details have been revealed as to what products are in development. Elsewhere, Ocean/Infogrames have indicated that there are to be two DC titles on the way from them—one of which will be an



Outcast

enhanced version of the PC voxel-worner *Outcast*. While neither the PlayStation nor the N64 is capable of producing anything close to the visuals recently seen at E3, Ocean is confident that the DC is capable of outperforming any currently available PC when it comes to this particular game. Apparently shifting squillions of voxels around requires some significant processor might—something the DC has in abundance. The second product from Ocean will be the long-awaited secret project currently running under the codename *Silver*. This 3D action/adventure game has been in development since the days of Ocean's failed Tribe development team, but is destined to finally see the light of day on DC next year.

The most exciting news from the Sega camp is that there are currently two versions of *Virtua Fighter 3* kicking around at Sega in Japan. The first being the widely acknowledged DC version (rumored to be a new revision of the game)—but more shockingly the second is a Saturn version! In an attempt to keep the Saturn market buoyant between now and the launch of DC, Sega would seem to be pulling out all of the stops to keep people happy. If this does make it out it will sell out in seconds. Kind of related to both of the new systems, it would seem that SNK's next machine, the Game Boy-esque *Neo Geo Pocket* is to be Dreamcast compatible. This 16-bit, black-and-white (although we hear there is a color version in the works too) handheld is set to be released in Japan in October along with a new King of Fighters game. Quite how the DC compatibility fits in, no one knows; some kind of VMOS compatibility is likely. Finally the Q spies have a few extra tidbits of info for you...watch for a follow-up to *Grand Theft Auto* within the next year from DMA Design (did you know that DMA stands for Doesn't Mean Anything?), a possible follow-up to *Pitfall* 3D from Activision, maybe a console version of Quake-like 3D action-fest *Sin* and a PlayStation version of *Daitokana* before the end of 1999.

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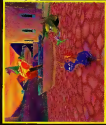
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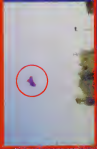
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[www.playstation.com](http://www.playstation.com)

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- PSM Online

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# Nintendo 64

## Game Directory

- WipeOut 64
- Madden NFL 99
- GT64
- Bomberman Hero
- Daidly Arts
- F-1 World Grand Prix
- Wialas: Country Club: Golf Classics

## PREVIEWS

# WipeOut 64

### Eight Months In The Making

It's amazing what can be achieved in a few short months. WipeOut 64, which made its debut at E3 is due to be released in November this year—at which point it will have only been in development for eight months. Considering that most games these days take almost two years to produce, this is something of achievement. When we visited Psygnosis' Liverpool studio in the U.K. recently the version on show was a mere three months old and was already virtually complete. All of the tracks were finished, as were the vehicles and the underlying structure of the game. Incredibly, it's not even the original WipeOut PlayStation team working on the product... this is a new team working on what is effectively a new installment of the franchise.

This is no straight conversion of WipeOut XL... oh no. The 64 version of the game differs from the previous two incarnations in some significant areas. Obviously there is the multiplayer aspect on which we reported last issue (up to four players), but with the opportunity to look closer at the game we have learned the following. a) This is much faster than previous WipeOuts. The fastest mode with the fastest vehicle (Phantom II with Piranha) is mind-numbingly quick...in the pre-alpha version we played it did so fast in fact that the game couldn't keep up with itself. Sometimes when you crossed the finishing line it did so between frames of animation and failed to reset the timer. Obviously this will be rectified—but we're talking pretty damn quick here. Imagine five turbo strips in a line in the game we know and love...and



The 64 version doesn't look particularly different from its PlayStation counterparts, although it is much faster and maybe a tiny bit smoother.

then imagine what that would be like combined with a turbo power-up as well. You can jump almost the entire length of the track you're moving so quickly. b) This feels more like a hybrid of WipeOut and XL. The tracks themselves aren't particularly twisty and turny...more smooth, winding and faster paced. c) The special effects are going to burn your eyeballs out. At this stage in the cycle this is the main omission from the revision we played—there were no effects whatsoever built in yet. The team is adamant that the finished product will make use of "every trick the N64 has up its sleeve" so expect cool explosions with transparent effects and dramatic colored lighting dripping from every available texture. ☺

## My 2 Cents

When we first saw WipeOut 64 at E3 it looked like a perfectly adequate conversion of the PlayStation game. However, now that we've played it we can report that some significant changes are in there. For a start it is incredibly fast. WipeOut XL may have been a bit sharpish—but wait until you see the fastest mode here! Also, the Multiplayer Mode really shows how much fun WipeOut can be...blowing other players away is something that few PlayStation owners ever got to really enjoy.

—John Davison

## Factoid

The graphics engine for the entire game WipeOut 64 shifts fewer polygons than a single main character in Psygnosis' 3D action/RPG ODT.



This is the important stuff...four-player action.

# DEVILISHLY ADDICTIVE



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[www.thq.com](http://www.thq.com)

Publisher/Developer Players/Genre % Done Release

Electronic Arts Tiburon 1-4 Sports 70 August 1998

Web Address: [www.eaempire.com](http://www.eaempire.com)

## Madden NFL 99

Let The Pigsaw Wars Begin!

### My 2 Cents

This year's Madden on the N64 looks really impressive. Right now, the only nagging thing is the sometimes low frame-rate no doubt caused by the high-resolution graphics (they really tax the system). EA is hard at work trying to improve it, and if they manage to get it a little higher, they'll definitely have a winner on their hands.

—Craig Kujawa

This poor sap is getting manhandled after making a tough grab.



Once again, football season is nearly upon us, and not coincidentally, so is the latest version of EA's Madden football for the Nintendo 64.

Without a doubt, the most impressive thing about Madden NFL 99 is the incredibly sharp high-resolution graphics. The player models are some of the best ever seen in a sports game—they look very lifelike, their uniforms look nearly identical to their counterparts, and their names and numbers are visible on their jerseys. The amount of player animation is impressive. Receivers look the ball into their hands, and make a variety of different catches including one-handed, over-the-shoulder, and low and high grabs. Suffice to say, the days of footballs miraculously being gobbled up by receivers are over. Once in the open field, ball carriers can do jukes via the Z trigger or spin or power burst via the face buttons. If they fail to evade defenders, they'll be subject to a variety of wrap-tackles, and perhaps even a particularly nasty spill where he is picked up and tossed to the ground. During gameplay, it's a little hard to see all of these details, but using the slow-mo instant replay gives you a chance to see everything from every angle.

As there always is with Madden games, there will be plenty of new and improved features that include a Franchise Mode that lets you manage and coach a team over years (and even get fired if you do badly!) and a Fantasy Draft. The artificial intelligence in the game has been further improved upon last year's stellar game, particularly in the areas of the running game and pass defense.

With such sweeping changes and improvements, it looks certain that Madden NFL 99 will be significantly better than last year's unlicensed game. But the big question is whether it will be better than NFL QB Club '99 or not. Look for at least part of that answer when we review it next issue.




Wrap-tackles galore. There's tons of them, and they look pretty fancy too.



Check out the wide receiver looking the ball into his hands. That's good coachin'.



Here, Scott Mitchell audibles before the snap. He's usually not smart enough to do that.



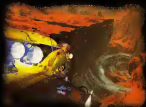
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# NINTENDO 64

Publisher/Developer Players/Genre % Done Release

Imagineer 1-2 Racing 90 Sept. 1998

Web Address: [www.imagineer.net](http://www.imagineer.net)

## GT64

Could It Be...  
A Good Racer  
For The N64?

**G**T64 is the second N64 racing title to be released by the folks at Ocean. The publishers of Multi-Racing Championship have taken their talents as racing sim publishers and ushered out a solid-looking grand-touring title. Loaded with real drivers and cars, expandable tracks and slick powerslide-fortified gameplay, GT64 could be the N64's newest racing darling.

Based on popular GT-style racing in which high-revving modified sports cars compete on street and rural courses, GT strives to capture the same excitement by providing 12 licensed vehicles plus two bonus Imagineer cars. The teams of Nissan, Acura, Toyota and others are represented by their respective drivers and co-drivers. The vehicles range in power from the mild 1950 CC cars of Toyota to the wild 6000 cc Imagineer bonus car. Players may modify vehicles by means of air foils, tire compound, transmission, steering and so on. The actual tracks are few (only three—Japan, Europe, USA), but each are expandable a la Rage Racer. Of the three, the U.S. and Japanese tracks are city-based while the European course is more rural and rally-like.

As far as gameplay goes, the stiff and limited handling of the vehicles in MRC has thankfully not been re-created here. It seems the developers have improved the game physics considerably, thus creating cars that actually handle like their real-life counterparts. While the speeds aren't wildly impressive, the controlled power-sliding capabilities are a lot of fun. Still, cutting loose the tires too often can sacrifice speed not to mention the tread. So all in all, improved physics means more driving skill is required and thus the game has more depth and replay value. It's all good.

Are we witnessing the next wave of racing games for the N64? You know, the ones that take better advantage of the system's processing power? We think so. With the soon-to-be-released F1 World



The level of graphic detail as compared to Multi-Racing Championship is much deeper.

Grand Prix as well as GT64, things are looking up for Nintendo owners who love to race. Let's hope even better sims are to follow.

### Look Familiar?

It's not really fair to compare a publisher's previous offering to its latest honey, but what the heck. On the left are scenes from Multi-Racing Championship, on the right are scenes from GT64. We'll let you compare and contrast.



Cornering on the city courses takes a bit of practice.



Two-player is a must for any racing game. Fortunately GT64 does it well.



# Satisfaction guaranteed

Michelle 25: Nearsid Or Sonatas Like You *(J&M)* 16207  
 Wendy: 2000  
 Sheryl Crow *(J&M)* 95692  
 Traffic: Lounge Parade *(World)* 95767  
 Slyce: Greatest Hits *(J&M)* 30493  
 The Essential Cherie Parker *(Mercury)* 29592  
 Creedence Clearwater Revival: Creedence—20 Greatest Hits *(Fantasy)* 91920



**Michelle Rodriguez: List Of The Top 50 Hits From Her *(J&M)* 36649**

Bob Marley: Exodus *(Tuff Gong/Island)* 60879  
 Alice Cooper: School's Out *(Winter Eats)* 91867  
 The Best Of Jay Division: Permanent *(Cherry Music Books)* 02001  
 Jerry Cant: The Wander They Considered *(Mercury)* 92179  
 Four Seasons: Welcome To My Winter Nights *(Mercury)* 92186  
 Tom Petty & The Heartbreakers: Greatest Hits *(Mercury)* 92336  
 Huey Lewis & The New Power Generation: The Paycock *(Interscope)* 92797  
 The Best Of Frank Zappa: Sticky Commercial *(Polygram)* 92851

The Best Of Badfinger: Come & Get It *(Capitol)* 92945  
 Reverend Horton Heat: Lipstick In The Frost *(Big Top/Interscope)* 93390  
 Heavy Plates Of You *(Mercury)* 94322  
 Black Sabbath: Paranoïa *(Mercury Books)* 94852

Iron Butterfly: In-A-Gadda-Da-Via *(A&M Records)* 94370  
 Kiss My 4—Classic Kiss Revisited: It Gets No Kick Asch *(Kareem/Kaplan, Can Discos, Atlantic, Mercury)* 94597  
 Cyndie Lauper: The Colour Of My Love *(GGI/Mercury)* 95133  
 AC/DC: Dirty Deeds Done Dirt Cheap *(Atlantic)* 95653

Third Eye Blind: Hater's Gonna Hate *(Mercury)* 95806  
 AD/DC: Back In Black *(Atlantic)* 95820  
 Yes: The Yes Album *(Atlantic)* 95930  
 Aerosmith: Big Ones *(Greatest Hits)* 95971  
 Oxygen Reinhardt: Venue Jazz Masters *(Mercury)* 96394  
 Jimmy Page & Robert Plant: No Quarter *(World Circuit)* 96936  
 Shania Twain: The Women In Me *(Mercury/Norfolk)* 99335  
 The Who: Live At Leeds *(Mercury)* 01219  
 Jethro Tull: Head On *(Capitol)* 95895  
 Red Hot Chili Peppers: The Return of Don Pez *(Polygram)* 96209  
 Ozzy Osbourne: Return to the 36 Chambers—The Big Bad Walk *(Mercury)* 96987

Heck Williams: 24 Greatest Hits *(Mercury/Norfolk)* 02054  
 The Very Best Of Doc Redding *(Fenix)* 96796  
 Wear Love: But Out Of Me *(Capitol)* 96956  
 Gray: Cadence: No Stone To Earn *(Capitol)* 10093  
 Rage Against the Machine: Live Through This *(Capitol)* 11094  
 Bob Dylan: Highway 61 Revisited *(Capitol)* 10077  
 Sixby: Say Your Prayers: Texas Field *(Capitol)* 10711  
 Cheap Trick: The Greatest Hits *(Capitol)* 10518  
 Charlie Christian: The Genius Of The Electric Guitar *(Capitol)* 92046

Merilyn Sledge: Smells Like Children *(Mercury)* 11020  
 Steppenwolf: No Greatest Hits *(J&M)* 13495  
 Gregg Allman: Two Of A Kind *(Mercury)* 14048  
 Pearl & Her: Family Portrait *(Mercury)* 11031  
 Sublime: Sublime *(Capitol)* 11049  
 Nirvana: Nevermind *(Geffen)* 15890  
 Green & The Dominoes: Lays *(Original Mix)* 15719

Ozzy Osbourne: The Ozzy *(Mercury)* 23004  
 Ozzy Osbourne: Ozzy *(Mercury)* 23115  
 Steve Perry: Vaughan: World *(Mercury)* 11293  
 The Best Of The Inkubators: 15121

K-C & Julie Love Always *(Mercury)* 11490  
 The Best Of Mountain *(Mercury)* 11420  
 Moby: Moby *(Mercury)* 11418  
 Listening River: Sweet Oblivion *(Capitol)* 11521  
 The Roots: Crowls: Your Chance *(Mercury)* 11521  
 U2: Rattle and Hum *(Polygram)* 11591  
 The Roots: The Roots *(Mercury)* 12216  
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Kiss: Unholy *(Mercury)* 12216  
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Eric Johnson: Venice *(Capitol)* 15914  
 Dr. Dre: The Chronic *(A&M)* 15915  
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Manly Playgroup: Sex And Candy: Candy *(Mercury)* 11420  
 Downcast: Lullabies: Rock Swaddle *(Polygram)* 10322  
 The Roots: Greatest Hits *(Mercury)* 11418  
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 The Roots: Greatest Hits *(Mercury)* 11418

Picture Perfect *(Mercury)* 10322  
 Rock: Rock *(Mercury)* 10322  
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Green Day: Dookie *(Reprise)* 11919  
 Sugar Ray: Flower *(Mercury)* 12049  
 Scorpions: Backout *(Mercury)* 22671  
 Marina McBride: Evolution *(Mercury)* 22675  
 Suave: Fly *(Mercury)* 22675  
 Smash Mouth: Push It *(Mercury)* 22675  
 Ani-B: Go *(Mercury)* 22675  
 Ani-B: Go *(Mercury)* 22675  
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 Ani-B: Go *(Mercury)* 22675

## Play It Loud

Keen *(Mercury)* 95210  
 Vixie Justice: Astro-Cop *(Mercury)* 95430  
 Franz: Clearing *(Capitol)* 11454  
 Dwight: I've Been Thinking *(Mercury)* 11432  
 Spirit: House of Spirit *(Mercury)* 11264  
 Parlane: The Great Southern Trendol *(Mercury)* 11279  
 Rockwell: Melt *(Mercury)* 11375  
 Ant: Among the Living *(Mercury)* 11274  
 Level In As Good As Dead *(Mercury)* 11465  
 Medication: Medication *(Mercury)* 11484  
 Death: The Killing Kind *(Mercury)* 11484  
 Ian: Ian *(Mercury)* 11484  
 Hanson: Hanson *(Mercury)* 11484  
 Hank: Hank *(Mercury)* 11484  
 The Roots: The Roots *(Mercury)* 12216  
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Publisher/Developer	Players/Genre	% Done	Release
Nintendo Nintendo	1 Action	90	August 1998

Web Address: [www.nintendo.com](http://www.nintendo.com)

## Bomberman Hero

### Should A Hero Carry Bombs?

**A**nother 3D Bomberman game is coming to the Nintendo 64, except this time the game has more action rather than puzzle elements. What's more surprising is the lack of multiplayer support—is it even legal to have a Bomberman game without a Multiplayer Mode? Yes, but only in two states. Still, the one-player game is fun even in this early version Nintendo recently dropped by with.

The stages have more of a side-scroller feel to them instead of the true 3D ones from Bomberman 64. Of course, you can still walk around in 3D but the camera can't rotate fully around. Most areas are laid out in either a horizontal or vertical format. Other stages (which resemble Star Fox and Snowboard Kids to a certain extent) allow you to use a jetsack, snowboard and marine propeller, among other devices. The object in each stage is to collect crystals (and the standard Bomberman power-ups) and find the exit without getting knocked around too much by enemies and obstacles. To beat the game you have to do something you've probably done a million times: Rescue a princess. As you might expect, this Bomberman world is filled with an array of strange robotic enemies, and big ol' Bosses like other B-man games. There are a number of puzzle elements in the game but most are quite simple, like hitting a switch to reverse a conveyor belt or using a bomb to make an elevator rise.



Many of the levels in Hero are set high atop winding catwalks with moving platforms.



Each of the levels has a certain look to them. In fact, this molten level looks a lot like the one in B-man 64.



On top of the big ones, Bomberman Hero has Bomberman-sized, bomb-tossin' Bosses.

Publisher/Developer	Players/Genre	% Done	Release
Konami Konami	1-2 Fighting	30	Sept. 1998

Web Address: [www.konami.com](http://www.konami.com)

## Deadly Arts

If there's one thing the N64 doesn't have it's many fighting games. If you're a fan of the genre then you'll surely welcome most anything that comes along as long as it's good. Well, it's too early to tell if Deadly Arts from Konami is truly good, but it definitely is a 3D fighter with some decent graphics and a

couple of interesting features. Deadly Arts has the standard "fighting game" modes of play, which makes the game seem quite average at first. What makes this game different from most fighters on the N64 is the game's Create-A-Fighter Mode. Similar to WWF War Zone, Flying Dragon and Fighter's Destiny, Deadly Arts allows you to choose many of your fighter's attributes and then save the character to your memory pak. After training your character, you can take your fighter to a friend's house and kick his/her butt with your very own customized fighter. As you progress with this fighter and beat adversaries, new moves can be learned.

Customizing your own player may be a welcome option since the ones in the game are more or less fighting game stock. Although the 12 players in this version looked good as far as graphic quality and animation goes, they certainly weren't very original. Many of the anime-style characters looked similar to some in Toshinden, Street Fighter and Virtua Fighter. But since the fighters have motion-captured animation and true-to-life fighting styles, it's what's inside that counts.



Some arenas have eerie, dark lighting effects making your wily opponent all the more menacing.



Environmental effects make for some snazzy visuals. Isn't it too cold for a skirt?



# NINTENDO 64

Publisher/Developer	Players/Genre	% Done	Release
Nintendo Video Systems/Paradigm	1-2 Racing	95	August 1998
Web Address: <a href="http://www.nintendo.com">www.nintendo.com</a>			

## F-1 World Grand Prix

### A Serious Sim For Serious Racers

If you're keeping track at home, this is the third time we've previewed this game. It's unusual but we feel this title is worthy of a gameplay update. We already know this F-1 title is packed full of detail and interesting options like Story Mode and season racing, not to mention a load of real drivers, teams and their racing vehicles. But having played a near-final version recently we were quite impressed by the competent gameplay and decent frame-rate we witnessed. Not only do the cars handle well, they react realistically to bumps, spin-outs and the occasional drive across the lawn. All this and looking very good graphically! In addition, the hefty amount of car mods, weather options and general



Unparalleled detail (for an N64 game) makes this game a bit more special than the average.

depth gives this game quite a sim mentality. And yes, we're ready for a serious racing sim on the system—sorry Diddy Kong. So it's safe to say the N64 finally has a realistic racing game to call its own. And while other N64 racing games have come and gone without much fanfare, we have high expectations for this one. Let's hope it's just the beginning of a whole landscape of great second-generation N64 racers to come.



An interesting angle, just slightly higher than the driver view.



## Waialae Country Club: True Golf Classics

Nintendo's latest acquisition from Japan is their newly reworked Waialae Country Club: True Golf Classics. Based on T&E Soft's Harukanaru Augusta: Masters '98, but featuring the famous Waialae Country Club course instead, WCC: TGC is the first N64 golf title to reach the States.

Let's get the bad news out of the way first—Waialae only features one 18-hole course. There's really no way to say anything nice about that, so we'll just admit it—this sucks. Fortunately though, T&E has tried to make up for the glaring lack of course variety by offering a good amount of gameplay options, including six different modes of play (Waialae Open, Tournament Play, Stroke Play, Match Play, Skins Play and Practice Play) and the ability to create and edit golfers and clubs. That's right, not only can you completely customize up to 10 different golfers (possibly more in the final version), but you can even alter the attributes of each club in your golfer's arsenal.

Not bad. At the tee, you can make adjustments to your golfer's stance, hit point (exactly where on the ball you make contact) and shot power, and on the green you can bring up a grid that lets you more accurately realize the terrain around the hole.

WCC: TGC supports the Rumble Pak and is due out in late July. While what is here isn't bad (though the frame-rate gets choppy sometimes and the ball physics aren't very realistic), it's hard to imagine that much will change (or more importantly, be added) between the writing of this preview and the release of the game. Check back next month for our review.

Publisher/Developer	Players/Genre	% Done	Release
Nintendo T&E Soft	1-4 Sports	90	July 1998
Web Address: <a href="http://www.nintendo.com">www.nintendo.com</a>			



You can even choose your caddy from an assortment of poorly dressed middle-aged men. Yes!



Waialae lets you customize your golfers in several key areas, and you can save changes right to the cart.

Q-TEE'S A KNOCKOUT...



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## NINTENDO 64



## Top Gear Overdrive

This one from Kemco and Snowblind Studios not only gives you intense racing action, it also allows you to pick up power-ups and items and use them against your enemy. Look for it in the fourth quarter of '98.



## Winback

Action and adventure await in this one from Koel. With a Resident Evil/Metal Gear Solid look, it may be something interesting for Nintendo 64 owners. Look for it around Christmastime this year.



## Survivor: Day One

Konami is promising "a milestone in gaming excellence" with the Q4 release of Survivor. Featuring solid mesh character skins (no joints on the textures) and "real" vertex lighting, it should be a graphical tour de force. Expect Fade to Black-esque 3D action.



## Twisted Edge SnowBoarding

This one from Boss Games and Kemco puts you on slopes that only look like those in 1080°. The rest of the game is quite different, and possibly even better thanks to varied courses, players and a user-friendly trick system, among other features. Look for it sometime in October.



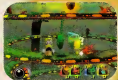
## Jet Force Gemini

Rare has still to show any playable code on its next 3D action adventure, but it certainly seems to be something of a departure. No cute animals this time...the stylized, cartoon-like graphics show a degree of realism that surpasses even Banjo-Kazooie.

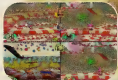




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**Oil Facts**

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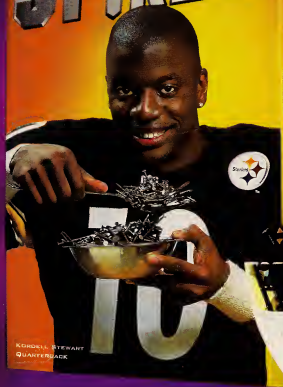
Temporary Memory Loss 2%

Who Am I? 99%

HSDs (high-sodium games) 100%

BCs (secret codes) 100%

Percentage of this value compared with other foods.  
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 QUARTERBACK



**FOOTBALL PLAYERS PUMP IRON.  
 BLITZ PLAYERS HAVE IT FOR BREAKFAST.**

# PlayStation

## Game Directory

- Parasite Eye
- Colony Wars: Vengeance
- Wild 9
- NFL GameDay 99
- Duke Nukem: Time to Kill
- Medalion
- Total Drama 5
- Heart of Darkness
- Thrill Kill
- Fifth Element
- The Da Vinci Adventures of Luca
- Venice McQueen
- Vipers
- Devil in the White
- Ni-Hao, Mr.
- Total Drama Off-Road 2
- Dead Fall Zone
- Janshi
- Dead Race
- O.D.T.

Previews

## Parasite Eye

It's Resident Evil RPG

If you've been keeping up with our coverage of Parasite Eye—Square's next big thing—for the past few months, you already know it's the collaborative effort of Final Fantasy VII's main development staff and a group of Hollywood digital-effects gurus. You already know its gripping story—featuring the seemingly *X-Files*-inspired exploits of NYPD detective Aya Brea—is based on a best-selling Japanese sci-fi novel. You already know it runs off a highly modified FFVII engine, with 16-bit color backgrounds and art by Tetsuya Nomura, character designer for FFVII, FFVIII, and *Brave Fencer Musashiden*. And you already know you're probably going to buy the dang thing when it ships in September.

So what's left to tell? Well...lots. After playing through a beta English version of the first disc in this two-disc adventure, we've found PE to be Square's least conventional RPG to date (well, at least if you ignore some of the stranger pre-32-bit titles Square released only in Japan). In fact, PE—which Square is labeling a "cinematic RPG"—has even more in common with the Resident Evil games than we originally believed.

Let's tick off the similarities, shall we. Like Resident Evil 2, PE is set in the true-grime cityscapes of a modern American megalopolis (well, OK, maybe PE's Manhattan is a bit bigger than RE2's Raccoon City). And, sure enough, Aya tramples through where-have-I-seen-that-before settings such as a besieged police station and morgue, deserted city streets and sewers. There are even a few points in PE where monsters burst suddenly from behind two-way mirrors and other hidden areas, thus creating some of the crap-your-pants suspense of the RE games. Aya also wields, among other things, a rocket launcher that can dispense acid and incendiary rockets. Cripes, even the games' names—Parasite Eye and Resident Evil—sound similar.

But then there's the RPG side to PE. Beyond just

Publisher/Developer	Players/Gears	% Done	Release
Square Electronic Arts LLC	1	100	September 1998
Square Co. Ltd.	RPG		

Web Address: [www.squareoft.com](http://www.squareoft.com)



Move over Lara—there's a new kid in town. And Aya Brea doesn't need two titanic, ex...guns to attract attention.

## Death From Above

In a CG sequence that puts *Godzilla* to shame, the grotesquely villainous *Eve* takes on U.S. Navy jet jocks—who learn the hard way it's best not to tangle with mutating hotties. Let's watch:



Magic in the game takes the form of Parasite Energy, which Aya can wield with spectacular results.





Aya Yamamoto, who's looking for clues concerning the incident in Lab 000000000.



PE's gory FMY doesn't pull any punches. This tasty shot is actually from one of the tamer sequences.

earning experience points and gaining levels from successful battles, Aya also earns bonus points. These you can allocate to quicken the pace of Aya's battle timer or increase the number of items she can

carry in her inventory. You can even spend the points on Aya's various weapons and armor, making them more effective.

Speaking of weapons, Aya will come across a varied arsenal of bang-bang gear, including handguns, shotguns, rifles and machine guns (as well as clubs and other melee weapons). Each weapon has its own range and shots-per-round characteristics. But here's the cool part: A special tool lets you strip parts off one gun and add it to another, giving you the ability to modify and supercharge your favorite firearm (at the expense of trashing other guns). The same tool also lets you modify armor, too.

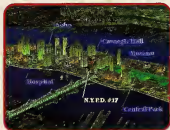
Our run through the first disc revealed numerous plot twists regarding the relationship between Aya and Eve, PE's mitochondria-mutating supervillain. But we're not about to spoil your fun by revealing them here. You'll just have to wait until the game's September release to see just how exciting—and weird—Manhattan can get on a Christmas Eve. ●

## Stick And Move

Another innovation in this already unconventional RPG is the battle system, which combines the "Active Timer" turn-based combat of FFVII with the keep-your-feet-movin' battles of The Granstream Saga. When you encounter a party of monsters (which usually happens only once per area, instead of randomly), Aya's attack timer immediately begins priming. You can move her wherever you wish in the combat area, dodging the attacks of the baddies, who can also roam freely. A tap of the X Button snaps Aya into Fight Mode once her gauge is full. Now she can attack any enemies in range (the limits of which are shown by a green geodesic hemisphere), target multiple baddies (most guns shoot more than one bullet) or summon Parasite Energy spells.



Keep Aya moving to dodge most attacks—then run in close for the kill. Let the monsters surround you, though, and you're screwed.



Some of Manhattan's famous buildings serve as the "dungeons" in PE.

## My 2 Cents

Die-hard RPG purists may cringe at Parasite Eve's less-than-epic length (about 12 hours from start to finish, with a special "Extra Mode" opening when you beat it), and they might chide its lack of depth when compared to typical Square fare. But keep in mind PE is as much a Resident Evil clone as an RPG. The plot, filled with scientific mumbo-jumbo that'd be right at home in Akira or an X-Files episode, is gripping, while the CG cinemas are absolutely amazing—and absolutely gory. PE isn't as edge-of-your-seat scary as Resident Evil 2, but it's every bit as difficult to put down once you start playing. Oh, and there's just something totally cool about an RPG that's set in modern-day New York City.

—Crispin Boyer

# 1,600

The temperature in degrees at which humans spontaneously combust and melt to goo, according to the game.



Publisher/Developer	Players/Genre	% Done	Release
Psygnosis Psygnosis	1 Action/Sim	75	November 1998
Web Address: <a href="http://www.psygnosis.com">www.psygnosis.com</a>			

## Colony Wars: Vengeance

Psygnosis' Finest Goes One Step Beyond

### My 2 Cents

Having spent some time with *Vengeance* at Psygnosis in Liverpool it was hard to come away unimpressed. The team has clearly listened to and acted upon all the comments made about the original *Colony Wars*. Although the obvious changes are cosmetic, there are many subtle differences in the gameplay and the "feel" of the game. This game looks to be the definitive space combat game on any system.

—John Davison

**G**raphically, the original *Colony Wars* was hard to fault. It had some of the best graphics ever seen on the PlayStation—and even managed to wiggle its perky, well-defined young bottom in the face of a number of similar titles on the PC. As if that wasn't enough, a mere eight months later we now have a sequel we'll on the way in production ready for release before the end of the year.

A recent trip to Psygnosis' Liverpool-based studio in the U.K. revealed a significantly improved game. Comments made about the original have been noted and acted upon and we now find something that the team hopes addresses any of the complaints that people may have had the first time around.

We've discussed the story line to the new game in some detail in a previous issue of *EGM* (see *EGM* #307), so I won't bore you with that now. What you need to know about though are the new features.

The whole thing is now much friendlier to control—the HUD now includes a number of flight sim-inspired features such as weapons tracking, enemy shield strength and even a target indicator showing you where you'll need to fire in order to hit the zippy little League ships as they hurtle about the cosmos. The controls have been subtly refined too in order to make the new-style missions easier to accomplish.

While spending some time with the game we saw missions that required you to cut away sections of a capital ship before it explodes, and then collect tumbling items of cargo with your grappling hook which can be hurled at enemy craft in order to deplete their shields.

Most significantly though...you've probably already clocked the screen shot by now...there are planet-based missions this time. The producers have indicated that there won't be many—but players will be required to take out ground-based targets in a number of missions with a new Drop-Strip. Watch for more details soon.



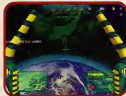
The extra detail added to planets and spacecraft makes *Vengeance* even more impressive-looking than its predecessor.



Land-based missions are the most significant addition to the *Colony Wars* game engine.

# 22

The number of weapons that are now available. The original *Colony Wars* provided only 15.



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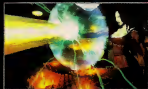
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Publisher/Developer Shiny Entertainment    Players/Genre 1    Action    % Done 60    Release Sept. 1998

Web Address: [www.inturplay.com](http://www.inturplay.com)

## Wild 9

### A Game For Sadists

**Y**ou could say Wild 9 is an important title for Shiny Entertainment. Partway through Wild 9's production schedule, Shiny President David Perry kicked out the programming staff and started development all over because the game ended up looking too much like a generic platform side-scroller. But what we have now is a game that may do for Shiny now what Earthworm Jim did for them in the 16-bit days: Make them lots of money. Why? Wild 9 offers variety and unique ideas not seen anywhere else in today's market of copy-cats and clones.

You play as Wex Major, a 23rd-century adventurous teen. He, along with eight other alien teens (hence, the "Wild 9") must free the Andromeda Cluster from the evil tyrant Karn. To do so, you must advance through several stages that are filled with alien enemies and dangerous obstacles.

Sounds like standard gamefare, but believe us, it's not. Most of the levels are done in 2.5D (2D gameplay in a polygonal 3D environment, like Pandemonium! or Klonoa). On these stages, you are armed with a weapon called the Rig. This unique item is a laser beam you can use to grapple or to mow around items and enemies. Here's the fun part: See those spinning blades up ahead? Toss a Bounty Hunter into them to break the motor and stop the blades. Got a Shocktrooper you want to get rid of? Grab him and snuff out a pesky fire with the body. In fact, you can use the Rig to slam, impale, asphyxiate, drown, torch and torture your enemies any number of ways. It's not all for gruesome show—you have to use a bit of

creativity and imagination in killing your enemies to get past obstacles and move on in the game.

The other members of your group will come in on certain stages to add new elements to the gameplay. In the Gulag prison level, for example, you have to pick up your friend Nitro, who is explosively allergic to being touched.

Basically, you have to use the Rig to carry him through certain areas without letting him get in contact with anything. In the Labyrinth level, you must manipulate lights, switches and spotlights



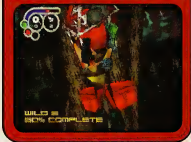
150 percent finished



Spike pit in your way? No problem. Properly placed enemy corpses can prevent any serious foot injuries.



Like Shiny's other games, Wild 9 has a few levels that are souped-up minigames. On this level, you ride a jet ski at high speeds through a swamp (very reminiscent of the speeder bike scene from *Aeternum of the Jedi*), trying to launch rockets up the enemy's tailpipe. Watch out for trees though. They have a nasty habit of poppin' up out of nowhere...



To keep your friend Crystal illuminated (because she gets her energy from light).

As you can tell, Wild 9 has some pretty funky ideas that can change the face of platform gaming. The game is still being tweaked as you read this (Wild 9 is currently going through some heavy focus group testing, and Shiny won't let the game out until their test groups think the game's perfect), but you can expect to see it sometime late fall or early winter.



The theme of the day is torture. Here you see Wex grabbing an enemy and depositing him in the mangler. It's gruesome fun for the whole family.

# Well Done Soldier

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Publisher/Developer	Players/Genre	% Done	Release
989 Studios 989 Studios	1-8 Sports	70	September 1998
Web Address: www.playstation.com			

## NFL GameDay 99

### The Best-Selling Football Game Returns

**H**aving accomplished the feat of being the top-selling PlayStation game in 1998, the developers (now called 989 Studios) of NFL GameDay 99 have the challenging task of staying ahead of EA two years in a row. After playing quite a bit of their newest football game, EGM has a good idea on how they plan to do it.

GameDay stunned players last year by bringing out the first polygonal football game and this year's game looks even better thanks to a new graphics engine that enables GameDay 99's players to sport 350 polygons per player as opposed to last year's 150 polygons. Furthermore, detailed texture maps give these polygons great depth and detail such as player numbers, names and logos on the jerseys. Then, additional lighting and shading effects do the rest.

One of the things this series has always lacked is a good presentation, and this year, 989 Studios is concentrating on making this part of their game much better by making NFL GameDay feel more like a television broadcast. Veteran announcer Dick Enberg and newcomer Phil Simms will be calling the game, and some of their commentary will even be spoken during the plays. Multiple 3D cameras will be used before and after plays in television-esque fashion to show quarterbacks walking to the line of scrimmage, or zooming in to show a receiver after a big catch. If you don't give a damn about these sorts of things, a simple button press will abort the spiffy camerawork.

Aesthetics don't comprise the only improvements, however. 989 Studios is aware that last year's game took some criticism for its artificial intelligence, and promises that GameDay's new AI will be much better (see sidebar) and that the game's statistical tracking will be unmatched. Additional features such as defensive line shifting before the play and some new special moves are also being implemented to give the gameplay more depth.

With such comprehensive improvements across the board in NFL GameDay 99, it looks like football fans will be pleased with the next installment of this popular psgkn franchise. Look for a review of the game in next month's EGM.



### Behind the Screens

#### "Authentic Football Intelligence"

One of the things GameDay 98 was criticized for was its questionable intelligence. Now, GameDay 99 is back with what is dubbed "Authentic Football Intelligence." But what does that really mean? Kelly Ryan, producer of NFL GameDay 99 described some of the specific adjustments:

**Read & React** - Players will always be tied into the action. For example: In the past, a linebacker would drop into his zone by turning and running to an area, not aware of the action that surrounds him. This year as he turns to run, he will maintain visual contact by turning his head back to the offensive backfield and will read the backs and receivers going out into their routes.

**Zone Coverages** - Our zones are more sensitive to receivers entering and leaving. Special attention was given to the linebackers and fullbacks. Players in zone defenses will attract earlier and ride the receiver into the next man's zone, then the receiver is released to another defender.

**Kick Returns** - The return teams will form a wedge that is relative to where the kick returner receives the ball.

Ah, we think this is a first in football video games—hand-shaking before the contest.



An all new play-call interface has been put into GameDay. Looks pretty mazy, eh?

The TV-style presentation allows to show players after they've done something notable.



# Powerful automatic weapons must be kept out of the wrong hands. These are definitely the wrong hands.

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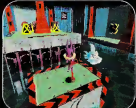
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Meet the ducky Devil! He's running loose in a huge 3-D environment full of mutant vegetables.



rusty bones and all kinds of mind games. (Better watch your back.)



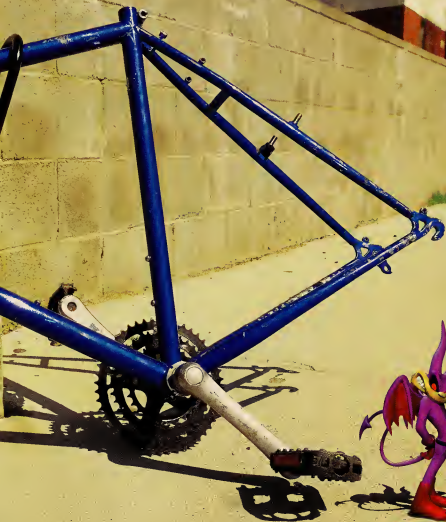
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**JERSEY  
DEVIL**

The evil little tyrant is here.

## Duke Nukem: Time to Kill

Duke Gets Some  
On Lara Croft

### My 2 Cents

Everything in this game screams Duke Nukem...which is a good thing obviously. Sure, it looks like Tomb Raider but the game's all about Duke and his unmistakable style. The graphics are a bit rough (again like the first and even second Tomb Raider) but it doesn't really affect gameplay. Duke, his enemies and the overall "Duke" feel are definitely a natural fit into the 3D action genre. Besides, you gotta' love Duke in a topa.

-Shawn Smith

"The plot is simple: The aliens, unable to stop Duke in the modern world, decide to go change the past to prevent Duke from kicking their asses."

**Erick S. Dyke,**  
President of  
n-Space

# 800

The number of animations (including jumps, slides, side-steps, flips, ledge-grabs, etc.) Duke Nukem, his friends and his enemies have in Time to Kill.

**Y**eah, you know who Duke Nukem is. He's that wise-crackin' take-no-mess kind of guy who likes fast women, unfiltered smokes and heavy artillery. All he thinks about is kickin' ass and chewin' bubblegum. Basically he's the guy we all would like to be but luckily we're all smart enough not to go that far. With that said, there's not a thing wrong with playing Duke in a video game. After all, that's where we go when we want to play make-believe. Enter Duke Nukem: Time to Kill from n-Space, published by GI Interactive.

The first thing we should mention is this version of Duke Nukem isn't a first-person shooter. It's more like Tomb Raider with a very Duke Nukem style about it. In fact, the project name is Duke Raider, which pretty much sums the game up in two words. But we should also mention the team working on Time to Kill believes the similarities to Tomb Raider are only on the outside, and from what we've played so far we have to agree.

The story behind Time to Kill starts around the same time as the alien bastards from previous Duke games decide to travel back in time to, as n-Space President Erick S. Dyke puts it, "prevent Duke from kicking their asses." Since Duke can't have this, he jumps through time right along with them. While in different time periods (the Old West, Ancient Rome and Medieval, among others) Duke and his friends, enemies and weapons all fit the era. For example, PG Cops wear armor in the Medieval period while Duke uses a crossbow. Thanks to the various time periods, Duke has easily more than a dozen different kinds of weapons to blow away alien scum with.

Besides weapons, Duke has a whole array of new moves similar to those in Tomb Raider. Instead of just being able to jump around and crouch like in the first-person Duke, he can now do running dives from platforms and grab on to ledges just before he falls to his doom. On top of this, he can wade and roll and sidestep—the list goes on and on.

So are you worried about weird camera



The Two-player Split-screen Mode makes for a good opportunity to see Duke's outfits.

Publisher/Developer: Players/Gears % Done: Release

GI Interactive n-Space 1-2 Action 65 Sept. 1998

Web Address: [www.gigames.com](http://www.gigames.com)



We here at EGM think the exploitation of women is wrong, but when you're dealing with Duke anything goes.



Is that Lara Croft's gear? Probably, because here Duke says, "Eww, skanky outfit."



problems inherent in 3D action games of this kind? You shouldn't be. The camera in Time to Kill is pretty smart and when the camera goes behind Duke obstructing your field of view, Duke becomes semi-transparent. This transparency effect also occurs when you go into "Look Mode." By holding down R3 you can aim anywhere on the screen with the help of a little red pixel and blow away your enemies from a distance.

What Duke game would be complete without a multiplayer mode? None, which is why Time to Kill features a Two-player Split-screen Mode. It is not yet known whether or not this mode will have AI bot characters though. For more info on Duke Nukem: Time to Kill be sure to check on Videogames.com ([www.videogames.com](http://www.videogames.com)) for their Designer Diaries.



NAME:  
RIPLEY  
ELLEN



DUE THIS FALL.

**ALIEN**  
RESURRECTION  
THE GAME



Publisher/Developer Players/Genre % Done Release

SCEA SCEE 1 Action 60 October 1998

Web Address: [www.playstation.com](http://www.playstation.com)

## MediEvil

Sony's Newest Hero Is Bad To The Bone

**R**eady just in time for Halloween, MediEvil is an oddball 3D adventure that's best described as either a slightly gothic Gex: Enter the Gecko or a happy-go-lucky Soul Reaver. This imaginative 22-level title starts out as a hack-and-slash action game, although its later levels are heavy with platform and puzzle elements. You guide an undead skeleton warrior—named Dan, of all things—on a quest to terminate the evil sorcerer Zarok, who has awakened the world's deceased and unleashed them against the hero.

You can play through the game two ways, either by simply hacking your way from the start of each level to its exit (collecting coins along the way to repair your sword) or by clearing each stage of every enemy. Accomplishing the latter will grant you access to the Hall of Heroes, a bonus level where Dan can choose new weapons. Armaments include several different types of swords, a massive war hammer, crossbows, lightning rods—even a chicken drumstick and Dan's own left arm. Most weapons have a secondary attack (for instance, you can either swing the axe or hurl it at baddies) and by holding the Circle Button you can

The levels are set in both indoor and outdoor environments. Puzzles abound in the later stages, though you'll find plenty of hack-and-slash action throughout the game.



MediEvil's later platform levels get tricky. Fortunately, misplaced steps only result in lost health, not lost lives.

charge your blade for a super attack.

The indoor and outdoor level locales include graveyards, castles, various villages, a flying ghost ship, caves and the winding tunnels of an ant hill—all of which are guarded by Bosses such as an enormous dragon and a bizarre pumpkin monster. Exceptionally well-composed music and several CG cinemas complete the package. ●



Publisher/Developer Players/Genre % Done Release

Accolade Pitbull Syndicate 1-2 Racing 85 October 1998

Web Address: [www.accolade.com](http://www.accolade.com)

## Test Drive 5

Full-time high-res graphics, split-screen racing, cops, four-wheel physics and many new tracks head the list of Improvements in TD 5.

This time around nearly twice as many cars are available as well (28) including the '76 Chevlelle, '69 Charger, '67 GTO, TVR Cerbera and lots more.



Night driving looks really good. Headlight illumination is your only guide.

Running in high resolution gives the game quite a boost graphically. In fact, it could easily give Need for Speed 3 and what as Gran Turismo a run for their money. Four-wheel physics provide individual handling traits as well as awesome wipeout scenarios.

Speaking of handling, Arcade Mode is much more stable than last year's offering, specifically when cornering. Spin-outs are not nearly as prevalent and a greater sense of control is evident on all the tracks.

Other graphic niceties include Multi-Dynamic environment mapping. Basically a means of providing pretty shadows on the cars as they pass under trees and other objects. Night driving looks pretty good as well.

Add short-cuts, a kickin' soundtrack featuring real bands, plus a more comprehensive Drag Race Mode to the list too.

Give Pitbull Syndicate and Accolade credit for handling their sequel with care. The new features and improvements are well-placed and don't seem to jeopardize the integrity of the game.



Kicking it on the cobblestones in Russia—Storm clouds approaching.



Bairdoe ala Turbe

Acute Retinal Burning (just an excuse to wear rad shades)

Lock-Jaw

Dislocated shoulder

Wears "standard issue" race gear 24 hours a day

Blistered Paw Hub

S.C.A.R.S. Elbow (Vertonitis)



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Publisher/Developer Players/Genre % Done Release

Tantum/Interplay 1 Adventure 60 August 1998

Web Address: [www.heartofdarkness.com](http://www.heartofdarkness.com)

## Heart of Darkness

Yep, It's Finally Finished

You'll do plenty of shooting and swinging, sure, but most puzzles have you tinkering with the environment.

**N**ow here's a game with a history. Five years ago, when the creative minds behind the revolutionary classics *Out of This World* and *Flashback* began developing what they hoped would be a video game work of art, they originally intended it to be a PC title. Then Sega took a shine to it, and for the briefest of moments *Heart of Darkness* seemed a Saturn sure thing. Now, in what is most hopefully the final chapter of the game's marathon development cycle, *Heart of Darkness* is nearly ready to go gold for the PlayStation (as well as the PC).

So what's to expect from a game that's half a decade in the making? Well, it sure is pretty. *Heart of Darkness* is a 3D masterpiece, with 24-bit color backgrounds, real-time shadows, thousands of frames of animation for each of the bitmap characters and 30 minutes of CG animation so spectacularly cinematic even *Steven Spielberg* was reportedly impressed. Nearly every one of the game's more than 150 screens packs some sort of animated bit of scenery, such as leaves that blow in the foreground or waterfalls that dip in the distance.

And the game even sounds good, with an orchestral score composed by Bruce Broughton, who created the music for *Minority Report*, *Lost in Space* and other flicks. Of course, such lavish details are probably to be expected, given the location and artistic tendencies of developer Amazing Studio. "They live in Paris," said Alan Pavlish, head of Tantum, the game's publisher within Interplay. "They go to museums all the time. These guys aren't just game makers; they're artists."

OK, so it looks and sounds nice, but how's it play? *Heart of Darkness* certainly shows its *Out of This World/Flashback* roots. The game offers eight levels of one-screen-at-a-time puzzles, much like *Abe's Oddysee*. And as in *Abe*, quick spurts of FMV will pop up now and then to seamlessly plopp the game's protagonist—a kid named Andy who's on

a quest for his kidnapped canine—into the next puzzling situation or further the game's story. Most puzzles require some manner of interaction with the environment (shimming up walls, swinging from vines, ducking for cover in swamps, swimming past carnivorous aquatic plants). Andy will also run into an army of baddies in his trek through the Kingdom of Darkness,



You learn how to get past puzzles by dying, often quite a few times. Hint screens pop up if you die too frequently.

including shadowy ghouls, kid-eating lake monsters and the rest of the usual residents of every childhood nightmare.

### A Fine Pedigree...

Years before *Abe* began his *Oddysee*, a French development house named *Delphine Software International* blazed a trail for all such screen-by-screen puzzle games to follow (while, earlier still, *Jordan Mechner's Prince of Persia* put the whole idea in motion). DId-school gamers no doubt remember *Delphine's* multiplatform *Out of This World* and, later, *Flashback*—both released in the early '90s. And if *Heart of Darkness* seems to share much in common with those games...well, it should. *HoD* Developer *Amazing Studio* was founded by *Eric Chah*, who designed and programmed *DotW*, and *Frédéric Savoir*, the *Genesis* programmer of *Flashback*. *HoD* is the duo's first game since forming *Amazing Studio*, and their effort is joined by several other artists and programmers who worked on the *Delphine* classics, as well as the *PlayStation* game *Fade to Black*.



*Delphine's* polygonal *Out of This World* (above) and more visceral *Flashback* (left) were the elegantly brutal predecessors to *Heart of Darkness*.





# COLONY WARS

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Publisher/Developer	Players/Genre	% Done	Release
Virgin Paradox Development	1-4 Fighting	65	November 1998
Web Address: <a href="http://www.viv.com">www.viv.com</a>			

## Thrill Kill

Oh, The  
Humanity!

It's a given that for a fighting game (at least one that's not part of a franchise) to gain any attention these days, it has to offer something a little different from the norm. Well, Virgin's Thrill Kill, easily the most abnormal fighting game ever, won't have any problems turning heads—mainly because its 21 oddball characters are damn good at lopping 'em off.

This game is so amazingly ultra-violent and its roster—a mix of SRM freaks, cannibals and psychos—so dangerously bizarre you almost feel guilty for playing it. But all that's obvious from the screenshots. Odder still are the play mechanics. Instead of a life meter, each character has a Kill Bar that fills as he or she inflicts damage on opponents (kinda like MK's Aggressor Meter). Once the bar's maxed out, the fighter earns a kill power and can decapitate the next character he or she touches. If there's only one opponent left in the arena, the player earns a special "Thrill Kill" power and is treated to an even more visceral finishing move.

And that leads to Thrill Kill's most novel feature: It supports four-player combat. With a MultiTap in place, four combatants can either abuse each other in Team Mode or simply cut loose in every-psycho-for-himself combat. Most moves are of the tap-tap variety, with throws and counters available as well. Each fighter will also have five unique Thrill Kill finishers, as well as an FMV ending.



As far as we know, TK is the first game in which contortionists pummel midget leather freaks in the groin.



Publisher/Developer	Players/Genre	% Done	Release
Activision Kalisto Software	1 Action	50	Sept. 1998
Web Address: <a href="http://www.activision.com">www.activision.com</a>			

## Fifth Element

If you've seen the movie *Fifth Element* then you know the basic premise of the game by the same name. Of course, Kalisto (the developers behind *Nightmare Creatures*) have taken some artistic freedoms with this PlayStation title. *Fifth Element* uses a modified version of the *Nightmare Creatures* engine as you control one of two characters through 15 3D levels inspired by the film. At start you can pick either to be Korben Dallas (Bruce Willis' character) or Leeloo (the super-hot model-turned-actress Milla Jovovich). Each of the characters has his/her own

special fighting abilities as they solve puzzles, explore and take down robots, aliens and cops, among other enemies. The goal, as was in the movie, is to retrieve four sacred stones, enter the sacred temple and stop the sacred...er, unholy evil approaching our beloved planet. In this early version of the game the worlds were fairly large with difficult but not annoying jumps, and a good number of puzzles (that were really too simple for any seasoned gamer). *Fifth Element* is one of many 3D action/adventure games coming to the PlayStation, so it'll be interesting to see how the final version stacks up to the rest.



Leeloo has a slew of nice fighting moves. Most are quite provocative...for polygons.



Play as Korben and you'll have access to high-powered weapons...

Cops, scientists, aliens and strange test-tube freaks await you in *Fifth Element's* many levels. Now kill them.





Come on in,  
stay awhile...  
Mind if I cut your  
head off?



# KAGERO Deception 2



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**TECMO**

# PLAYSTATION

## The Diabolical Adventures of Tobu

### Just Wing It

It's a strange name and a strange game, but *The Diabolical Adventures of Tobu*—developed by the newly named g8g Studios (formerly Sony Interactive Studios America)—looks to be a clever blend of the platform- and flight-game genres. You guide Tobu, whose strap-on wings give him full freedom of movement in more than 30 expansive worlds, all of which lead off an enormous central-hub world (as in *GeX: Enter the Gecko*).

Repeated taps of the X button keep Tobu aloft (think *Joust*), while another button applies airbrakes and brings the winged hero into a hover. Tobu burns energy when airborne, so you'll need to land him on a platform every now and then to rest his weary wings; otherwise he'll plummet to his doom. Your goal in each stage is to track down at least seven lotus leaves. Ideally, though, you'll want to uncover every hidden leaf and thus "perfect" each level.



Publisher/Developer	Players/Genre	% Done	Release
989 Studios 989 Studios	1 Action	50	November 1998
Web Address: <a href="http://www.playstation.com">www.playstation.com</a>			



Hovering platforms often provide the only safe perch for Tobu—but only if he can avoid the traps and obstacles.

Complicating matters are a variety of flying enemies and platform guards who try to prevent you from landing for a breather. You'll even come across baddies who follow scripted routines, such as a soaring sumo wrestler who chases you through an airborne obstacle course. Later levels—particularly the indoor ones—pack some heavy puzzles, while most of the outdoor stages emphasize exploration.

## Rosco McQueen

Publisher/Developer	Players/Genre	% Done	Release
Poppycock SCEE	1 Action	80	Sept. 1998
Web Address: <a href="http://www.poppycock.com">www.poppycock.com</a>			



Put out fires and fight robot drones in the *Blasto* meets *Burning Rangers* 3D action game.

You may have been (or perhaps you still are) one of those young lads who wanted to grow up to become a brave fireman (or a police officer, an astronaut or a video game magazine editor). *Rosco McQueen* gives you the chance to act out those fire-quenching desires.

This 3D action game puts you in the role of a classic cartoon hero (you know the type: blond, muscle-bound and big-chinned). You must

travel through level after level in a towering inferno, killing fire-starting robots, saving civilians, and putting out fires before they spread too far and cause too much damage. You have several tools at your disposal: a robot guide (who will offer hints along the way), axes (to destroy enemy robots with), and water weapons (like a standard hose or a giant water bomb). With these tools, you'll have to overcome a number of hot obstacles, like backdrafts, smoke and electrical fires.

The game plays like a mix between Sega's *Burning Rangers* and SCEE's *Blasto*, with the frantic action of the first and the cartoonish attitude of the latter. Look for this sizzler this summer (sorry, we couldn't resist that sorry-ass pun).



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you who can't  
make it to  
France this  
summer**

  
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PlayStation



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[THE STEALTH NINJA RIKIMARU, AS SEEN BY THE VOCAL

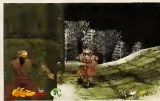
# ACTIVISION



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In each of the ten missions assigned, your opponent has numbers, but you have something he doesn't: skill, cunning and a closet full of over twenty different fatal weapons and spells.



So, if you're good, the first time anyone sees you, will be the last. And your enemy will learn that silence isn't actually golden, but rather, blood red.

# TENCHU™

## 天誅

### STEALTH ASSASSINS

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CORDS OF A PALACE GUARD.]

Published/Developer	Players/Genre	% Done	Release
Edis Knoes	1 Action	40	1st Dec. 1999
Web Address: <a href="http://www.edisinteractive.com">www.edisinteractive.com</a>			

## Vermin

Blood, Guts  
And Old-  
School  
Gameplay

**T**he first game that'll come screaming to mind when you play Vermin will undoubtedly be Namco's Dig Dug. As in that classic, Vermin has you digging tunnels (this time through 3D human flesh and organs) and fending off baddies (now with a stun ray rather than an air hose). And keeping in tune with its old-school theme, the most basic goal in Vermin is to achieve an astronomic score.

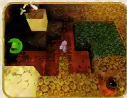
Set in a nasty alternate future where technology never advanced past the 17th century, Vermin is an unusual 3D platform title that mixes shooting action



Your character can walk vertically up walls to burrow through fresh new areas of tasty decomposing flesh.

with exploration. You play one of three parasitic vermin who invades larger host organisms and burrows through their decomposing bodies while processing tissue into pupae.

Aside from the more practical goal of building a high score, your ultimate duty in Vermin is to defeat the evil Dr. Cautious as he develops inoculations to rid the world of vermin forever. The gameplay promises to take on a silly bent, while the graphics come to disgusting life with real-time lighting, animated backgrounds and particle effects (expect lots of splashing guts and goo).



Published/Developer	Players/Genre	% Done	Release
ASC Games Playoff Game	1-2 Action	80	October 1999
Web Address: <a href="http://www.ascgames.com">www.ascgames.com</a>			

## Dead in the Water



Tons of cool lighting effects create the explosions and carnage during battle.

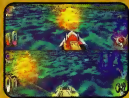
Vehicular combat games are all the rage on the PlayStation, so it's not surprising that we're seeing even more of them. The latest one, Dead in the Water, is being made by ASC games, and could be most easily described as Twisted Metal on water.

There are some key differences between Dead in the Water and the rest of the pack, however. First of

all, it has combat racing modes in addition to head-to-head combat, giving it a much wider scope. As a result, its levels (found in locations such as Hong Kong, the Grand Canyon and the Arctic) double as both tracks and battlefields.

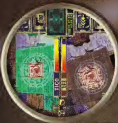
As you might expect, the cast of combatants is quite colorful. Headlined by funky Ebony Justice (who drives a Cadillac converted into a boat that's armed to the teeth), there are a variety of villains who each has his/her own specialized craft. Each boat has its own special weapon and can pick up additional ones during racing or combat. Extra armaments can also be bought in-between levels with money collected previously during battles. These weapons (missiles, mines, grenades, machine guns) trigger some incredible effects such as small nuclear explosions, and miniature tidalwaves that can capsize your opponents.

Indeed, ASC has some very cool things in the works with Dead in the Water, let's just hope they turn it into a seaworthy game.





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# TRAP GUNNER

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# PLAYSTATION

## NASCAR 99

Publisher/Developer	Players/Genre	% Done	Release
EA Stormfront	1-2 Racing	70	September 1998
Web Address: <a href="http://www.nasports.com">www.nasports.com</a>			

### The King Of NASCAR Sims Returns

**E**As NASCAR has gone through a lot of changes. Most notably a new physics model, motor sounds and several more car setup options. At this point we could make an argument for the "if it ain't broke, don't fix it" philosophy but we'll keep our fingers crossed.

While we're missing the throaty roar of the sampled motor sound (used in NASCAR 98), the new artificial motor sounds have an interesting bellow as well. New eye candy includes night races and lots of dynamic lighting and shadowing effects (used mostly on the cars). Also noteworthy are the changes in the racing gameplay. The ability to pressurize all four tires differently as well as adjust torsion bars, air foils and individual shocks creates quite a variety of pre-race setups. As a result of the modifications, the cars tend to jostle and swing a lot more than they did last year.

As for the tracks, Indy has been added as have night races at Charlotte and Bristol. Otherwise look for the Standards—Daytona, Texas, Sears Point, etc. For the nostalgic fan, past greats Richard Petty, Cale Yarborough, Davey



**New suspension physics require a bit more driving skill when entering and exiting corners.**

Allison and Benny Parsons will be available to race. Look for a head-to-head comparison of NASCAR 99 and its N64 counterpart when the two are released in September.

A couple night races have been added this year - Bristol and Charlotte.



Publisher/Developer	Players/Genre	% Done	Release
Accolade	1-2 Racing	50	November 1998
Web Address: <a href="http://www.accolade.com">www.accolade.com</a>			

## Test Drive Off-Road 2



Forget about last year's decent but boring Off-Road offering, this year's edition has been completely rebuilt from the ground up. Now, before you cringe, here's the good news. Basically Accolade took the game engine from Test Drive 4, tweaked, buffed and shined it and built an off-road game around it. Imagine the frame-rate, physics (modified for four-wheel drive) and gameplay of Test 4 but this time you're driving a Hummer, a Dodge Ram or a Jeep Wrangler (to name just a few). There are 20 cars total, 10 of which are licensed.

Much of the terrain is filled with water pools, jumps, hardened lava, mud and other objects to test the four-wheel physics. And while the hazards do wreak havoc, the momentum stays high providing good speed emulation. In other words,

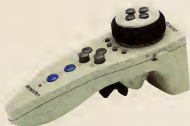
**Flipping the Hummer around is no problem in this edition.**

the game is fast even while traversing obstacle-laden tracks. For effect, breakable stuff including exploding barrels, fences and trees are scattered about the roadway. Look for monster jumps and impressive tire stands when jostling about the road. Speaking of tracks, 12 are available, located in strange places like Hawaii, Switzerland, Wales, etc. Each will feature Indigenous terrain, Hawaii—beach, Switzerland—snow and so on.

While this is only a preview, and we only wish to give you the facts, it's obvious even at this stage Off-Road 2 is a lot of fun to play and a great improvement over last year's game.

**Catching massive amounts of air off the boulders is just one of the many new features in Off-Road 2.**





More control. Less controller.

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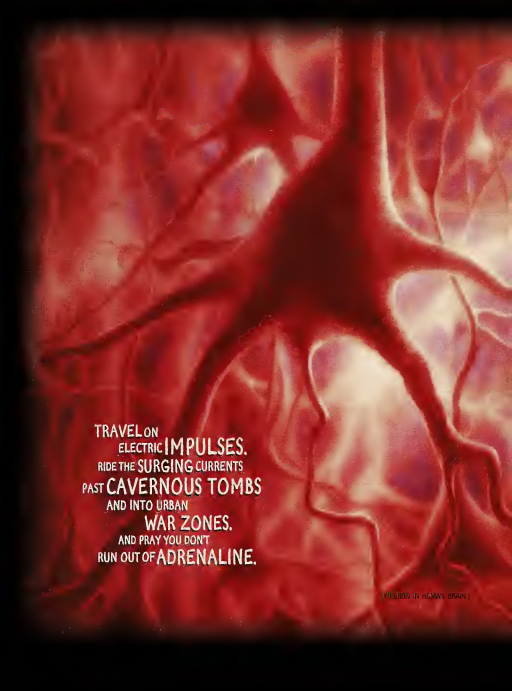


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Publisher/Developer Players/Genre % Done Release

GT Interactive 1-2 80 New  
Rage Soft. PLC Action/Sports

Web Address: [www.gtgames.com](http://www.gtgames.com)

## Dead Ball Zone

### The Future Of Sports

**F**uturistic sports games always seem to have a couple of things in common: great graphics and a healthy (or unhealthy) dose of violence. Dead Ball Zone is the latest contender with those two qualities. Its gameplay also follows the standard futuristic sports game formula: get the glowing ball into your opponent's goal by any means necessary.

The court is set up like an indoor soccer arena, with eight players to a side (including one goal keeper). Instead of kicking the ball around, however, players actually carry it (GT Interactive describes Dead Ball Zone as "a cross between hockey, soccer and football..."). Once you have possession, you can pass or shoot—you can even do one-timers.

On defense, the game gets a bit crazy. When you have defensive maneuvers called "Pile Driver," "Activate Chainsaw" or "Death From Above," you know you're not playing your typical EA Sports game. Each move can do different amounts of damage and will affect the opposing team in a different way.

The graphics and animation are reminiscent of *Psygnosis'* futuristic sports game, *P.U.L.P.*



Publisher/Developer Players/Genre % Done Release

Midway 1-2 50 October 1996  
Tetler Action

Web Address: [www.midway.com](http://www.midway.com)

## Assault

If you've ever played *Contra* on the old 8- and 16-bit machines, then you know how *Assault* plays. Now think of *One from ASC* and you pretty much know how the game looks. Although the version of *Assault* we received is far from being finished, the game could very well be a decent nonstop action title when it actually hits the PlayStation.

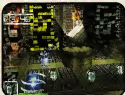
You can choose one of two heroes—a hulking

commando or a combat-savvy female. Each character has his/her own selection of high-powered, flashy, upgradable weapons as he/she makes his/her way through multi-pathed levels. The graphics in *Assault* look to be a step below *One* at this point, but this beta is obviously not anywhere near completion since it only showcases the first third of the game or so. Later revisions may prove otherwise. The game has a certain Sega Genesis quality to it at this point—not in graphics mind you, but more in its overall feel and definitely in sound. The opening music (which may change) sounds so much like a Genesis cartridge it's eerie.

Old-school sounds aside, the game itself has some cool-looking alien enemies reminiscent of *Contra* on the NES and SNES. Bosses are usually huge, taking up a good portion of the screen. Must have bits of flesh and goop flying off of them as you fill them with electrical blasts or other hurtful measures. Thankfully, there's also a Two-player Mode which promises to be a hearty blast-a-thon.



The Bosses in *Assault* are huge. Here, destroying the alien pods makes the ugly-ass alien queen a little peeved.





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## Devil Dice

A Minute To Learn...A Lifetime To Master

**W**e're beginning to see a trend of puzzle games straying away from the traditional colorful-cascading-blocks formula. Like intelligent Qube (also on the PlayStation), Devil Dice is a simple yet challenging wonder, and it is revolutionary in its own little way.

The concept is easy: push or flip dice around the playing field to line up matching numbers in a way similar to dominos or Shanghai. The number of dice needed for a match equals the face value. For example, you can put together two 2's for four points (2 x 2), but if you want to piece together 6's, you have to put six of them together (giving you 6 x 6 = 36

Devil Dice. It's colorful, it's cute, but it's definitely not easy.



points). But for us puzzle-combo freaks who like to show off, you can do a match and then connect more dice for score multipliers. So after you touch six 6's together, you have a few seconds to add more 6's to the mix, increasing your score dramatically.

Devil Dice supports several modes, including Trial (keep going to see how high a score you can get), Puzzle (make predetermined matches within a given number of moves), Battle (first player to score four different matches wins), and War (one to five players start with 100 points—every time you score, you knock your opponents' points down).

The game sounds obscenely simple, but believe us, Devil Dice is much harder than it looks. Luckily, the disc includes helpful tutorials, hints and strategies. If you're looking for a game that's easy to learn, but will take a looong time to master, you may want to give Devil Dice a roll.

Publisher/Developer: Polygram  
 Genres: Action/RPG  
 ESRB Rating: 65  
 Release: October 1998  
 Web Address: www.polygram.com

## O.D.T.



It may look somewhat Tomb Raider-y, but O.D.T. has quite a bit in common with some of the more simple RPGs out there.

I don't suppose anyone remembers an old Bitmap Brothers game on the Amiga by the name of Chaos Engine, do they? It was a rather tab-top-downy shooty-shooty game with adventure game aspirations and Jules Verne/Bruce Sterling inspired Steampunk style imagery. Not Oh well, believe me it was very good...so good in fact that the guys at Polygram's Paris Studio have felt suitably inspired by it for O.D.T.—a 3D shooty-shooty game with adventure game and RPG aspirations and Jules Verne...oh, you get the idea.

A recent visit to the Paris studio revealed a significantly more impressive game than we had

been originally led to believe. Superficially appearing to be another one of those "browser" 3D games that EGM has recently been ranting about, we were pleased to see that behind the Tomb Raider-esque look this is actually a bit different.

Unlike your usual action games of this type, O.D.T. is very much a character-based adventure. The underlying quest of retrieving the "green pearl" from the forbidden Zone can be tackled in different ways depending on which character you choose to play (from a wizard to your usual hero type, a thug, a chick and a wizard) and how you manage the resources within the game. Magic plays an important role throughout and can be manipulated to different degrees by the different character types. Some characters are pretty handy with a bit of the old magic, while others are more suited to either hitting things very hard, or repeatedly shooting at them.

Technology-wise the Parisian team has been trying to stretch a few boundaries with the use of rigour inclusion of motion-capture animation taking something of a back seat to the clever use of colored lighting, the destructible environments and the innovative AI system which has been amusingly (sic) dubbed "artificial stupidity" (characters mimic the dumb mistakes made by people).



The smooth texture effect is produced using "skins" rather than individual textures for polygons.





**INTENSOR**





# THE INTENSOR™ SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

## PART ONE

**Be warned: this is technology with a real "punch-you-in-the-gut-while-you're-not-looking" brand of sensitivity.**

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feedback. It's being able to see, hear and feel the game you're playing like never before. All you have to do is hook it up to the audio jack of any system, play any game and hold on. You may also want to say a little prayer.



Fig. 1. A breakdown of what you're up against.

## # ITEM

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| 2  | Right 2" Mid-range Directional     |
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| 4  | 5.25" Low Frequency Tactile Driver |
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| 10 | Optional Office Chair Base         |
| 11 | Optional Subwoofer                 |
| 12 | Headphone Jack                     |

## PART TWO

**Remember, in this chair no one can hear you scream.**

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high-performance built-in speakers with 108dB output. Technically speaking, that means it's really

loud. So for the neighbors' sake, you may want to use the headphone jack—which you can do without losing any tactile feedback. But keep in mind—if your ears start bleeding, you should probably turn the thing down.

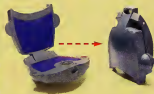
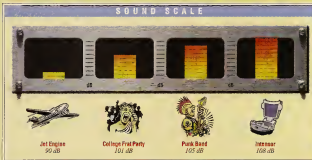


Fig. 2. At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)



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Be advised. With Intensor, you'll not only hear your games like never before, you'll also feel them. In your back. In your legs. You'll feel sensations in places you never even knew you had. Which means every

engine rev, every explosion, every kick will seem more real than you may want it to. So it's important to note that under this type of extreme duress, screaming in high-pitched tones for one's mommy is quite common.

### DEFENSIVE PROCEDURES



Fig. 3a.  
*The Dodge*



Fig. 3b.  
*The Weave*



Fig. 3c.  
*The Duck*

### TACTILE SENSATION GRAPH

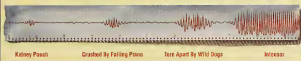


Fig. 4. Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.

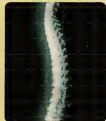


Fig. 5. Note. Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.

### PART FOUR

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From movies and CDs to all your favorite games, Intensor isn't just compatible with your current system, it actually transforms it. It may also do the same to you. Once you take a seat, there's a new awareness.

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Fig. 6. Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage.)



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# INTENSOR

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## PLAYSTATION

## Big Air

Right now Big Air has official board and clothing licenses, and a variety of play modes. Boarder Shaun Palmer is helping add realism to the title as well. Pitbull Syndicate and Accolade are bringing us this one later this year.



## Activision Classics

How does 30 Atari 2600 games on one PlayStation disc sound? This huge compilation has a bunch of classics, like River Raid, Chopper Command, Kaboom! and Boxing. Be warned: These games are pretty ugly by today's standards...



## Tenchu

Like Konami's Metal Gear Solid, Tenchu (by Activision) is a 3D action game where stealth and technique matter more than brawn and power. This ninja simulator is full of realistic animation and gore. To download a movie preview of Tenchu in action, go to [www.videogames.com](http://www.videogames.com).



## NFL Blitz

We've been goin' nuts waiting for the console versions of our favorite arcade game to arrive. While the N64 version is darn close to completion, Midway just sent over these early PlayStation shots to taunt us. The two editions will be largely the same with the exception of the graphics.



## Bust-a-Groove

A PaRappa clone of sorts, 989 Studios' Bust-a-Groove is a dance simulator/Simon Says game. Press buttons and tap the control pad to bust moves so dope, they'll turn Michael Jackson green with envy (which may actually give him a healthy glow).



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### Coming Soon On N64:



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## PLAYSTATION

## Viva Soccer

OK, soccer games normally have a lot of depth but this is outrageous. More than 900 teams, 16,000 players, 2,000 different uniforms and 250,000 player attributes. Virgin is putting the screws to the soccer competition this fall.



## Kula World

From Psychonosis, you become "the world's coolest beach ball" as you make your way through more than 150 puzzle-filled levels. Although it may sound strange, it's certainly one of the more original titles this year. It's coming in September.



## Trap Gunner

A 3D action free-for-all (from Allus) in which compassion for your enemies is severely frowned upon. Trap them and blow 'em up by several methods including: gas, bombs, guns and special weapons.



## Spice World

Ever want to control the Spice Girls? Well, now's your chance. Mix original songs, dance around and basically have a good time. Look for it soon.



## StarCon

Based on the popular Star Control franchise, StarCon from Accolade gives more of an action-packed experience rather than a strategy one. Fly in giant 3D starships or in speedy fighters to destroy one of several alien races. Look for it early in '99.





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U.S.

# PlayStation

zine

## Metal Gear Solid

*Video Preview*  
of the year's biggest hit

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ANGLE  
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Ninja **plus**

Metal Gear Solid

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And that's just for starters.  
But you better get your jollies  
while you can—after all, when you  
meet up with Karn, the largest and  
most insidious boss ever in a  
game, your thrills may come  
to a rather grisly end.

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FALL

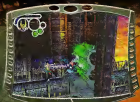
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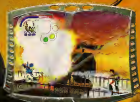
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Puree Your Enemies  
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WHOA! Watch the Flying  
BODY PARIS!



Fry him 'til he's CRISP!

WILD



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# Saturn

Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. Import at your own risk.



## Dracula X: Nocturne in the Moonlight

Konami's  
Symphony  
Heads For  
Saturn

**S**aturn owners now have yet another reason to start importing games from Japan. Konami's awesome PlayStation game, *Castlevania: Symphony of the Night* (Dracula X: Nocturne in the Moonlight in Japan) is now available for the Saturn in Japan, and it's got everything the PS version's got and then some.

Dracula X2, as it's commonly known as overseas (it's the sequel to an incredible PC Engine game that was never released here), isn't just your average portover. The Saturn version features all of the levels and areas from the PlayStation version, plus two entirely new areas (The Underground Garden and The Cursed Prison) that were originally going to be in the PS one but never made it. Even better, the Saturn version allows you to play as Maria in addition to Alucard and Richter (all three are selectable right from the beginning), and there are some new weapons, items, monsters and even a Boss that weren't found in the PlayStation version. Like Richter, Maria doesn't raise levels or collect items. She does, however, use magic (it's nothing special), and she has the ability to triple jump in addition to sporting several other special maneuvers (many similar to Richter's). Alucard is more or less the same, though there's a new piece of equipment (Alucard's Boots) that allows him to run at double his normal speed.

That's not all, though. The Saturn *Dracula X* also features several new tunes that were especially remixed just for this version (many of them are remixes of classic *Castlevania* tunes), as well as a Sound Test at the main Title Screen that allows you to listen to all of the game's music. A Voice Test becomes available as well, once you beat the game. Item management is a little better now too. You can assign an item to the L button so that you don't have to unequip yourself in order to use a regular item.

So is there anything bad about the game? Well, for one, most of the transparencies are either totally gone or just look really bad. Also, there's a bit of slowdown now and then that gets really annoying. Maria, while cool (she can take more damage than Richter), is hardly a big deal and seems like more of an

Publisher/Developer	Players/Gears	% Done	Release
Konami Co., Ltd. KCE Nagoya	1 Side-Scroller	100	New Japan

Web Address: [www.konami.co.jp](http://www.konami.co.jp)



Now you can choose from any of the three characters right from the beginning of the game (Maria too!).



As you can see here, some of the graphical effects didn't quite port over all that well.

afterthought. And despite those innovative CD loading rooms, the game still stops to load after certain areas, which is disappointing. Finally, some of the remixed music could've been a lot better. But overall? Any Saturn owner who's a fan of *Symphony of the Night* should definitely check this game out. It's one of the higher quality Saturn games out there, and since it's budget priced in Japan (3800 yen, or about \$27 as of this writing), it shouldn't be too expensive to import. ●







# Arcade

Game Directory

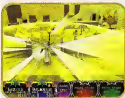
• Gauntlet Legends

## Gauntlet Legends

Breaking Up Arcade Monotony

**T**he original Gauntlet was released in 1985 and went on to become one of the greatest arcade games ever. Atari Games is hoping the sequel will fare as well. Gameplay is basically the same, but players now have multiple Bosses to contend with, 13 runestones to find, experience levels to boost, puzzles to solve, tons of new power-ups and a complete story line to enjoy. Quite a bit of what you know about Gauntlet has been carried over from the original, but there are also plenty of new innovations that will make this game rock. First of all, the Elf character class has been replaced with a female Archer class. There

Magic can be used with the turbo button for different effects.



Publisher/Developer	Players/Genre	% Done	Release
Atari Games Atari Games	1-4 Action	N/A	October 1998
Web Address: None			



Unlike the one boss in Gauntlet 2, Legends has four Bosses, one for each kingdom in Atari.

are also four different versions of each class—one for each kingdom.

You'll find a ton more changes in the world of Gauntlet including power-ups like 3 and 5-way shots, time stop and x-ray vision. There is even a shop where you can buy items and attributes. You will hear more about this one soon.

## Soul Calibur

When we played the test version of this game, our collective jaws dropped to the ground. The graphics have to be the best for Namco so far, and are coming close to Virtua 3 detail. The best part is that the gameplay has been highly improved from its predecessor to be more Tekken-like.



## Daytona 2: Battle on the Edge

New news for this one. It appears that there are three tracks similar to the original as well as three cars to choose from for extra difficulty possibilities. The "Novice" car is the white Chums Gum Racing vehicle, the "Intermediate" car is the yellow Scorpio Plasma Racing vehicle while the "Professional" car is the awesome-looking black Phantom car.

## Street Fighter Alpha 3

First, there was Haggai in Slam Masters, then came Guy in Street Fighter Alpha. Now the newest Final Fight champion turned Street Fighter is Cody. Seems that Cody killed one of his worst enemies, and is now a convict.



Brunswick

You're in the 10th frame,  
there's a bucket of sweat  
dripping off your brow  
and this shot is worth  
way too much money



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3-D graphics,  
deadly weapons  
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course, you're  
a boss).



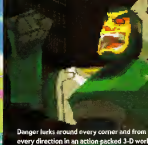
Capcom's famed video game hero jumps into 3-D in the most incredible Mega Man adventure yet! Tackle classic Mega Man shoot-'em-up action...with even more of the huge bosses you expect, a riveting storyline, and all the depth of the hottest RPG. Explore a vast 3-D world in your quest to find the treasure of all treasures, the Mother Lode. It's Mega Man like you've never seen him before!

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Awful things can happen when you  
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All in a day's work for Mega Man.



For the most powerful person in the world, with  
unusually huge enemy bosses.



"Hey, MegaMan! Come to check up on me, eh?"

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diabolical forces can only  
be stopped with the  
help of those you trust.

MAN  
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PlayStation





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actual in-game character shots

Seductive four-player fighting

# *thrill kill*

Coming Fall 1998



# metal gear



It's not often that we come away from spending time with a game absolutely certain that it's something new, fresh and truly incredible. You may have read the proclamations in numerous magazines that Metal Gear Solid will be the "best great PlayStation game." But after having spent an entire day with the finished Japanese version of the game, we can safely say that this is nothing that final, if nothing else, MGS offers a new ray of hope for gamers in that it actually defies description. And what does that mean? Well, Hideo Kojima and his team at Konami may well have created a completely new genre.

By now you're probably aware of the basic premise of the game.

by John Davison,  
Crispin Boyer and  
John Ricciardi

Since its public showing at E3 in May there have been many articles written on the game waxing lyrical as to the splendor of the whole thing. EGM has pruned everything it can get its hands on in an effort to communicate just what a landmark product this is. What we will try to do over the course of the next 10 pages is communicate what it is to play Metal Gear Solid. Screen shots alone simply can't do justice to the experience.

Hideo Kojima, Metal Gear's creator, previously had ambitions to work in movies, and the production values visible throughout the game certainly seem to indicate that he has an eye for this kind of thing. In a recent interview in Japan he revealed that the planning for this actually started in 1993, with actual development beginning in 1996. That's a pretty long time by anyone's standards for game production. Believe us though, it shows.

1000 hours 6/30/98 Konami building, Redwood City, CA

Having arrived at Konami's new offices in California we wanted to make sure that we got as much time with the game as possible. Once set up, we sat down with the latest version of the Metal Gear demo. Konami is still, understandably, concerned about leaking too much on the game prior to release. The story-arc over the course of this two-disc product (yes, it's going to be that big) is extremely intricate and contains numerous surprises that tie the previous products in the series together. At the same time it offers a near-cinematic experience that will quickly draw fans of action movies, spy

# g e a r

thrillers and anything vaguely Tom Clancy-esque. Before we begin we are shown exactly how complex a product this is—by means of examining the screenplay. Now, I don't know if you're aware of this or not, but a screenplay for your average Hollywood blockbuster makes a pretty sizable chunk if you drop it on a coffee table. They're normally big ring-bound efforts about an inch and a half thick and contain all of the dialogue, screen direction and scene-setting comments that will help a director build the appropriate experience. They vary in size (the *Godzillas* of this world are obviously a bit vapid, although the *Aliens* screenplay was apparently a mere 16,143 words) but on average, an inch thick or so is good. If you were to drop MGS' screenplay on a coffee table, it would probably break it. Ring-binder number one is a good two inches thick, and when this is joined by the weight of ring-binder number two—another inch or so thick—you're in for some furniture-threatening action. As with everything else on this project, the screenplay is strictly top-secret, all 100,000 words of it. But we did manage to come away with the first few scenes. If you've never seen a screenplay, take a gander at Metal Gear Solid's...

## 01 INFILTRATION

### Scene 01-1 Infiltration Intro Demo

Ohio-class nuclear submarine Discovery

"The USS Discovery, deep at the floor of the ocean in

Alaska's Bering Strait."

Discovery Command Room

Campbell speaks into the codec, his face illuminated by the inorganic light.

Campbell: "The nuclear weapons disposal facility on Shadow Moses Island in Alaska's Fox Archipelago was attacked and captured by Next-Generation Special Forces being led by members of Fox Hound."

# s o l i d





The AI makes virtually all other PlayStation games look simple by comparison. Here, we see an example of the line-of-sight and "realism" systems working beautifully together. As the guard is on patrol he stretches and yawns. In doing so, he closes his eyes for a moment giving Snake a brief opportunity to pass.



Game characters who appear to be fully aware of their environments? In another throwback to the past Metal Gear games, Snake can even hide underneath a cardboard box (and walk around with it on his head for added comedic value). Switching to First-person Mode even gives you a view through the cut-out handholds on the box. Move around too much like this though and the guards will wander over to find out what's going on.

Guards throughout the game are even aware of sounds. Running through a puddle will alert them to your presence. Or if you're feeling daring you can hide in a corner and then knock on the wall to attract their attention. As they come around the corner it's then just a matter of grabbing them around the neck, dragging them into a dark corner and either A) beating the crap out of them or B) simply breaking their neck with a deft little twist.

### 1130 hours...6/30/98


By now we've wowed at the early stages of the game. We've watched the now-infamous "Hind scene" where Snake watches as a huge helicopter lifts off—complete with speed blur and focus effects produced using the in-game polygon engine (something that is used throughout with spectacular effect...more in a bit). And we got to the bit we've been waiting for. The new bit. The virgin territory. Snake

crews into the ventilation duct and alerts a gaggle of rats which scuffle into the darkness. Working his way through the labyrinth, Snake finds himself in a large room containing two tanks under construction. The room is guarded like a fortress, but Snakey-boy knows that he has to find his way to a prison cell where he can release Donald Anderson, the chief of DARPA (Defense Advanced Research Projects Agency).

Working through the area and listening in on guards' conversations (again, sound is very important throughout) we know where we've got to go, more ventilation ducts must be crawled through to get to the cells.


By this point we've found a number of fun weapons to play with and are using them to some considerable

## Serious as a Heart Attack...



The heart attack scene early in the game is an excellent example of how Kojima and his team have integrated the Dual Shock pad into the overall experience. Rather than simply communicating low-frequency sound effects, it provides a genuine tactile element that adds to the tension and drama of the scene.





2D, or not 2D...

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# JIM USED TO BE SHALLOW, NOW HE'S GOT DEPTH.

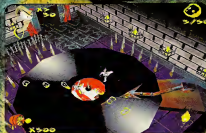
After getting konked on the noggin, Jim back flips, pig-boards, and helicopter heads his way through six neurotically insane levels of his own unconscious brain. Better yet, he gets to romp around freely in lush 3D environments. But do you want to tell our study hero that it's "all in his mind" or should we?



Ever go pig-boardin'? Groovy!



Watch Out For The  
Dreaded Disco Zombies



Jim's Brain Cells Go For A Spin

Warming Your Way Fall '98

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Recognize these guys? You saw 'em in earlier installments of *Metal Gear*, and now they're...

# Back for More



## ROY CAMPBELL

The ex-commander of Fox Hound, Campbell is to Snake what Col. Troutman is to Rambo, the only man who can track down Snake and lure him out of retirement. Before Liquid Snake's revolt, Campbell rebuilt Fox Hound. Now he's sending Snake in to deal with the traitorous Fox Hound rogues.

## MARSH MILLER

Miller served as Fox Hound's survival instructor and is one of the reasons Solid Snake is so damn deadly. He contacts Snake via radio to offer survival hints and strategies.



## BIG BOSS

Before he turned traitor during the Outer Heaven crisis and was defeated by Snake, Big Boss served as Fox Hound's commander. Believed to be dead, BB will no doubt turn up in MGS.



# The New Crew

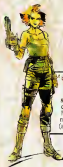
## HELENA MERCEDES

A fun nut and spangly-western fan, RO is a former KGB agent who joined Fox Hound and became Liquid Snake's right-hand man.



## LIQUID OCEANIC

The leader of the rogue Fox Hound agents who have taken over Shadow Moses Island, Liquid Snake is Solid Snake's equal. Under the tutelage of MIs, he learned battle techniques and became fluent in seven languages. He's also one of Fox Hound's new breed of genetically enhanced soldiers.



## MERYL SILVER WOLF

Campbell's teen niece, Meryl has no combat experience—although she's ready for a fight. She's also one of the few genetically enhanced Fox Hound soldiers not to revolt, making her a valuable ally for Snake (as well as a love interest).



OUTRISK  
You probably won't see any of her since she shoots from the side the second you don't. She's a sniper. Well, she's a ring genius. She can aim at targets for more than a week without a drink.



## MISS LING

Ling developed the high tech communications gear Snake uses on his mission. A student of MIT, she's Snake's flirtatious communications lifeline to home base.

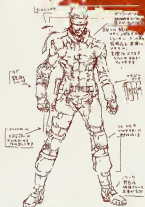


## REVOLVER OCELOT

He's a mystery wrapped up in an enigma encased in a skin of high-tensile alloy and plastic. Is this cyborg thing a friend or foe? Is he even human? Hell, if we know.



# Evolution of a Snake



## SOLID SNAKE

A 30-something genius, super spy and bona-fide badass, Snake is your alter ego in MGS. Konami's own PR material cites him as "the man who makes the impossible possible, who can enter any place under any situation." He speaks six languages. He's an expert in skydiving, free climbing and Scuba diving. After the Outer Heaven and Zanzibar incidents, Snake sought solitude in the Alaskan wilderness. Will he leave retirement for this final mission?



**KENNETH BAKER**  
The president of ArmsTech, one of the organizations working on the Metal Gear project. Fox Hound has kidnapped Baker and is forcing him to complete Metal Gear.



**NAOMI HUNTER**  
The medical chief of Fox Hound, Naomi Hunter conducts gene-therapy experiments on the group's enhanced soldiers.



**DECOY OCTOPUS**  
In his previous job as a Hollywood actor and special-effects artist helped Decoy Octopus hone his current abilities as Fox Hound's master of disguise. Expect the unexpected with this guy.



**HUI EMMERICH**  
Other than his real name, Hui Emmerich, we don't know much about Octocon—other than he's roughly Snake's age and is an American.



**ULTRA-CREAKY OPERATIVE**  
This ultra-creaky operative served as a psychic agent for the KGB until the Soviet Union collapsed. He emigrated to the U.S. and worked on serial-killer cases for the FBI—a job that drove him to become a disturbed murderer himself. Fox Hound then hired him as a freelance espionage agent.



**KENNETH BAKER**  
Anderson is chief of the Defense Advanced Research Projects Agency (DARPA), one of the military contractors building the Metal Gear nuke-hauling robots. Like Kenneth Baker, Anderson is being held hostage by Fox Hound and forced to use Metal Gear to target the White House.

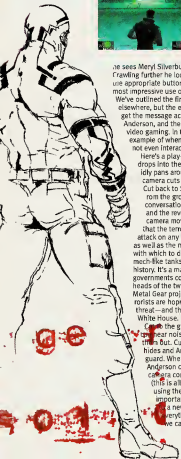
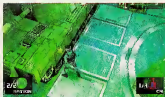


**NATASHA**  
Natasia is a military analyst who specializes in high-tech weapons. Oh, and she apparently loves nuclear weapons and smoking cigarettes. Born in the Russia's Ukraine region, Natasia now lives in Los Angeles.



**VULCAN RAVEN**  
An Alaskan native, Vulkan Raven is Fox Hound's heavy-weapon specialist. He can relate to both Solid Snake and Liquid Snake, since—like Raven—the two men have Japanese blood in them.

The C4 uses a remote detonation system that allows you to place it anywhere and then detonate from a safe distance.



effect on the unsuspecting guards. From the back of a truck outside we found a SOCOM automatic pistol with a laser sight—which is proving extremely useful. Elsewhere we found some chaff grenades, which play havoc with any radar-based devices, such as the surveillance cameras that are cropping up on corners with increasing regularity. A handful of stun grenades have proven to do exactly what they say on the can, while my favorite up until this point, the C4, has been effectively used thanks to an ingenious remote detonation system that allows you to stick the explosive playground to just about anything and then ignite from the safety of a different room.

Once in the ventilation system again, Snake crawls along and looks down through the ducts. Crawling over one cell he sees Meryl Silverburg working out, doing sit-ups on her bunk. Crawling further he looks down and sees Donald Anderson. We hit our appropriate buttons, drop down into the cell and cue the single most impressive use of cinematics in a game I have ever seen. We've outlined the finer details of this scene with screen shots elsewhere, but the effect has to be described in some detail to get the message across. The conversation between Snake and Anderson, and the ensuing scene, is a defining moment in video gaming. In the future this scene will be used as an example of when game design changed forever—and it's not even interactive.

Here's a play-by-play: The camera pans back as Snake drops into the room. He introduces himself and the camera idly pans around the pair as they size each other up. The camera cuts to Meryl's cell next door as she hears noises. Cut back to Snake and Anderson. The camera moves up from the ground and pans over Snake's shoulder. The conversation between the two is continuing throughout and the reverb effect on the voices is changing as the camera moves from point to point. Anderson reveals that the terrorists have the ability to launch a nuclear attack on any city in the world; they have the arsenal as well as the most recent version of the Metal Gear which to deploy it. (Metal Gears are big walking mech-like tanks for those of you who don't know the history. It's a major black ops project denied by all governments concerned.) By kidnapping the heads of the two organizations working on the Metal Gear project, DARPA and ArmsTech, the terrorists are hoping to produce the ultimate threat—and their first target is the White House.

Cut to the guard in the corridor, who hears noises and comes to check them out. Cut back to the cell: Snake hides and Anderson speaks to the guard. When the guard leaves, Anderson continues his story as the camera continues to move from point to point (this is all real time, remember, and is still using the in-game polygon engine). As each important point is made, the camera snaps to a new angle. Very cinematic. Then... everything changes. Along with the voice we can now hear the faint sound of a

## A Snake's Life

Metal Gear Solid's epic story is expected to refer to bits of Solid Snake's past paramilitary experiences. So, for the benefit of Metal Gear newbies, we've culled the ol' Konami archives and assembled this timeline. Note that we didn't record the events depicted in Snake's Revenge for the NES, since it wasn't a Hideo Kojima project.

1970

Solid Snake born

Liquid Snake born

1980

The nation of Outer Heaven formed in South Africa

1990

The Fox Hound Space Seals, a high-tech spec-ops group, is formed by the UN to combat global terrorism.

Fox Hound sends newly recruited Solid Snake to Outer Heaven to defeat Big Boss and Metal Gear, a giant snake-carrying mech.

The mercenary republic of Zanzibar forms in the Middle East and begins raiding nuclear stockpiles.

Fox Hound calls Solid Snake back to active duty to infiltrate Zanzibar, topple its government and rescue the kidnapped Dr. Kin Muro, thus ruining Zanzibar's pinn in control the world's oil supply.

2000

Solid Snake retires from Fox Hound and returns to his solitary life in the Twin Lakes area of Alaska's mountains.

Fox Hound begins subjecting its members to gene therapy in an effort to produce superior soldiers.

Rogue Fox Hound members, led by Liquid Snake, occupy Shadow Moses Island off the Alaskan coast, where the U.S. government stores its Metal Gear robots. The rogues say they will subject the world to nuclear winter if their demands aren't met.

Once again, Snake is called out of retirement. He reluctantly agrees to infiltrate the Shadow Moses base and neutralize the threat posed by his former Fox Hound comrades.

2010



# WHAT HAPPENS AT OVER 1,000 MPH

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heartbeat—along with a slight shudder from the Dual Shock pad. Anderson is clearly in pain. He lurches. The camera cuts quickly to a different angle and the screen goes red for a moment, then it blurs out of focus. The Dual Shock shudders again.

The heartbeat gets stronger and louder, the Dual Shock shakes in time. The camera cuts again with masses of motion blur. The heartbeat builds and builds. Anderson is having a heart attack. The Dual Shock vibrates faster and faster. Finally, as the pad is thrudding ferociously, Anderson falls to the ground. The screen blurs in slow motion as he falls. The Dual Shock gives one last thud as he hits the ground and then buzzes as he convulses before dying. Silence.

The first time you experience this it is utterly incredible. Never before has a video game bombarded every available sense with such dramatic input.



### —1400 hours... 6/30/98

By now we've spent a few hours with the game. And although initially a bit difficult to get used to, the controls after an hour offer something of an epiphany. So for the last three hours we've been having a ball. Unlike many games that support the Dual Shock, MGS actually has the whole pad active at all times. You can move around with either the analog or digital pads, but once you've adjusted to the hyper-sensitivity of the analog pad you'll learn to appreciate it.

Switching to First-person Mode with the binoculars, the infrared goggles or even unaided allows

you to look around wherever Snake is standing. The analog pad obviously lends itself beautifully to this, and later in the game when you combine this with the sniper weapons it makes pinpoint sadism a viable option. Speaking of weapons, we've seen some more since we mentioned them earlier on. Although we can't show you pictures yet (you'll have to wait for next month when we follow up with more information), we can tell you about some of the cool stuff. Coolest of the cool has to be the Nikita. Not sure if this is a "real" piece of military hardware (although nearly everything else is, so it's a distinct possibility) but it's fantastic. Show the thing up on your shoulder, brace yourself, pull the trigger and watch the mini-missile hurtle toward its target. Hmm, OK, seen that before. Anyone seen Resident Evil 2? Switch into first-person view now though, and you find yourself controlling the missile—and we're not just talking wiggle from side to side here. You can fly this baby anywhere and then let rip at just about anything.

### —1430 hours... 6/30/98

Further into the game we are treated to some more spectacular scenes that show off the cinematic qualities of the game. As Snake walks into a corridor he hears screams of pain coming from behind a door.



SIDE VIEW EQUIPMENT (左からの装備)







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**TURBO PROP  
RACING**

Gunfire rattles out and sounds of carnage continue before falling back to silence. Upon opening the door, Snake is faced with a corridor full of massacred soldiers. Theirs blood everywhere, corpses are sliding to the ground from a standing position while others are twitching their final death throes. The camera cuts quickly from corpse to corpse, flashing briefly as it aggressively surveys the room. Snake steps in and walks through the carnage. The view now changes to a survivor huddled in fear in a corner. "G-g-ghost," he whispers as a form moves in front of him. Before he dies, he wets himself, the dark patch spreading across his uniform and onto the floor. The "ghost" moves into the next room, distorting the camera's view just like the cloaking effect produced by the Predator (remember that?).

Snake continues further, stepping into a large office area, and as he does so the Ninja undocks in front of him wielding his huge sword. A huge fight ensues with office materials scattering about the room, glass smashing and bullets ricocheting off the walls. The Ninja, somehow able to deflect bullets with his sword, makes an absolute mockery of us and swiftly destroys any game playing dignity we had up to this point. It was all over so quickly. One minute he was there, the next he was smashing through a window and slashing at Snake's throat.

—1500 hours... 6/30/98

Our time with the game is nearly up, but surely we can see one more section without revealing too much about the story? Our man at Konami concedes and shows another beautifully crafted scene.

This time we see Snake and Meryl (from the cells earlier... remember?) working as a team. As they creep from room to room they are both aware that something is not right. Looking around, a faint distortion is visible in the scenery around them, until they step into a huge office.

Snake walks in first and as he steps forward the graphics are breathtaking. The room is huge, with polished marble floor reflecting everything from the bookshelves to the desk with crystal clarity. Suddenly the camera cuts to Meryl's point of view and she watches Snake walk ahead of her. The view distorts with the now-signature motion-blur effect as the view quickly



## The History of Metal Gear



The original Metal Gear, released for the MSX computer in Japan in 1987, was Hideo Nijima's first game with Konami. The game took place in the late 1990s in a small country on the outskirts

**Title:** Metal Gear  
**System:** MSX  
**Release Date:** 5/87

of South Africa called Outer Heaven, where a ruthless mercenary ruled with an iron fist. Fox Hound sent one of their best agents, Grey Fox, to OH to find out what was going on after rumors began to fly about some kind of super weapon being in development on the island. After

several days, however, Fox Hound lost contact with Grey Fox. His last message was simply a muttered two words: "...Metal Gear..." In order to find out just what happened to Grey Fox and what exactly this Metal Gear was, Fox Hound sent another agent, Solid Snake, to Outer Heaven to infiltrate the enemy's HQ and get to the bottom of the mysteries at hand. Ironically, at the end of the game, after destroying Metal Gear, we find out that Solid Snake's biggest enemy was the man who sent him into Outer Heaven in the first place—Fox Hound's leader, Big Boss.



**Title:** Metal Gear 2:  
**Solid Snake**  
**System:** MSX  
**Release Date:** 7/90

Metal Gear 2: Solid Snake for the MSX was one of the largest games for its time, weighing in at a hefty 4 Megabits. This time, the year is 1999, and trouble begins when a new nation

known as Zanzibar Land is formed in the Middle East. While the rest of the free world is doing away with nuclear weapons in hopes of a peaceful future, the operatives of Zanzibar Land are out robbing nuclear disposal sites around the world that haven't yet destroyed their weapons. The result: a newly

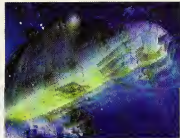
formed nuclear power with more destructive potential than every other nation combined. To top things off, a new microorganism has been discovered called Oilix, which refines ultra-pure oil from crude oil. The man who discovered it, Dr. Kio Marv, was abducted and taken to Zanzibar Land while en route to North America for research reasons. The now-former Fox Hound member Solid Snake is called into action once again, this time to head to Zanzibar and rescue Dr. Marv.





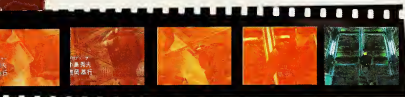
snaps back to Snake. A second later the view snaps again to Meryl, but this time it's black-and-white, and the camera gradually rises, looking down on Meryl and Snake as they both move forward. Suddenly the camera pulls back and the Predator-like distortion is back, hurtling around the room, scattering papers before it settles on top of a desk, hovering gently for a moment. As the room settles, the distorted form moves before gradually solidifying into the form of Psycho Mantis. He stands up on the desk, resplendent in his weird leather gear and his gas mask, with his arms outstretched in a cruciform. Like a bizarre homage to Marilyn Manson he just stands there and....

"Right, that's your lot," we're told as the PlayStation is clicked off. But...but...but...that bit was looking so cool. "If you see any further it'll give a massive bit of the story away, and we can't have that."



—1600 hours... 6/30/98

So there you have it—a hands-on account of Metal Gear Solid, set for release on Sept. 3 and not a minute too soon. Hopefully next month we'll be able to bring you more information concerning deeper aspects of the story, along with new weapons and some screens of the vehicles you can commandeer much further into the game. ■



About a half-year after the MSX version of Metal Gear was released, a version was made for the Famicom (Japan's NES) with slightly updated visuals, newly designed areas and overall improved play. The main story was exactly the same as in the MSX version, but in this case the game managed



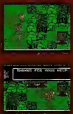
**Title:** Metal Gear  
**System:** Famicom/NES  
**Release Date:** 12/87-6/88

to make its way to the United States, thanks to the popularity of the NES. It was released as the first game under Konami's Ultra Games label, and has since gone on to become one of the most popular NES games of its day. Until now, this is the only true Metal Gear game to reach the United States.



**Title:** Snake's Revenge  
**System:** NES  
**Release Date:** 4/90

Snake's Revenge was Konami's attempt to cash in on the popular Metal Gear franchise after the realization set in that the MSX sequel in Japan (Solid Snake) was never going to



make it to the Famicom. In other words, while it bears likenesses to the series and the same general look and feel of the first Metal Gear, it's not a true Metal Gear game. Snake's Revenge had a lot more action in it than the first Metal Gear, and the overall story and game weren't nearly as good as the original. Not a horrible game by any means, but much in the same way that recent Contra games on the PlayStation just don't feel like Contra, this one just didn't feel like Metal Gear. Some of the terms Konami USA came up with for this one are rather laughable (or sad, depending on how you look at it). For example, the game takes place near the land of "Ishkabibil." The main bad guy's name is "Higharolla Kockamammie." The manual says that one of the main girls Snake deals with (Jennifer X—no relation to Sushii) is rumored to be the younger sister of Ginger from Gilligan's Island. Quite pathetic, eh?

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And you thought women didn't dig video games. Turns out they've been building them for years. Strange, considering all the times their male fellow gamers have snapped...

HURRY UP  
AND DIE...  
SO I CAN  
PLAY.

By Lauren Fielder

**W**ot every girl dreams of being a video game cheerleader, dressing the side of an arcade machine like a single, weary curtain while her boyfriend lays Hiei-hachi and Law to rest. Nor does every girl dream of becoming the screen-borne leather-clad miscreant or dismantled damsel in distress. Yet these images seem to be the available female time slots in prime-time gaming. Months of research and a bit of industry temperature taking, however, say that behind just about every good game, there's a woman.

But making that known hasn't been easy, as in spite of the surprising number of female developers who've emerged on the scene—matched with the lukewarm media coverage of the issue in the past—men still hold the majority voice in the game industry. And nobody knows this better than the women who are developing the games we play. *EGM* spoke with several of the prominent names producing, programming, designing and conceptualizing console and arcade titles, in hopes of finding out why it's taken so damn long for women to join this circus. In the end we found that perhaps it's true that the old, set-in-its-ways gaming-development beast is finally kicking its gender flu—and that Lara Croft has absolutely nothing to do with it.

First of all, women have been aboard for years—even predicting Pac-Man. When Carla Meninsky was a programmer, designer and group leader for Atari from 1979 to 1984, she was one of the few women in the industry. "When I first started," she explained, "most of the developers were electrical engineering majors, some had advanced degrees. They were some of the most intelligent people I've ever worked with and not

your typical engineering nerd types, either. But there was a stigma attached. The other two women in the field at the time were constantly hearing, "Why don't you get a real job?" from their friends and spouses. For a woman with an advanced degree, it was hard to justify why you were spending your life contributing to the delinquency of minors."

Perhaps figuring out where the stigma originated is the first step. "Video games started out with a stigma," Merinsky said. "When video games first came out, they were placed in bars—typically a male hangout—and they were games of skill that relied on fast reactions. Without the practice and the 'tricks' it was impossible for you to win. Atari even had a requirement that forced the games to get dramatically harder after 90 seconds of play. What woman is going to hang out in a bar all day just to get good at video games?"

But long before the days of 32- and even 64-bit systems,

"I think people still assume men are making all of the decisions, all of the important ones."

"This misplaced belief is really at the heart of a lot of what you see in the meetings for the games, and just in the general flavor of the whole community."

## Linley Storm

Zombie VR Studios



### Girl Powered:

#### Pitfall

Sega 32X



companies recognized that the untapped female market presented opportunities and wanted to explore any way to improve sales. Merinsky was approached, on occasion, by the CEO of Atari, who spoke with her about creating women's titles, such as shopping and socializing games. According to Merinsky, this showed a complete lack of understanding what women wanted in games.

Merinsky left her last industry position, programming and designing 3D game engines for Electronic Arts, a year ago to start her own company, RLO Consulting, in which she provides 3D graphics consulting. She suggested that, ultimately, perhaps the best way for women to get ahead in this industry is to blaze their own trails.

One such trailblazer is Joanna Alexander of Zombie VR Studios, a Seattle-based development house that's notably about 30 percent female. Alexander and partner Mark Long started the company in 1993, and three years later producer Linley Storm joined the staff. Storm and Alexander credit philosophical likeness to the remarkable number of women on their development teams, and, likewise, to understanding women and games.

EGM asked them what they think women want from games. "I think a lot of women, when they enter a game, want to

"For a woman with an advanced degree, it was hard to justify that you were spending your life contributing to the delinquency of minors."

## Carla Meninsky

Electronic Arts?



### Girl Powered:

#### Dodg'em

Atari VCS

#### Warlords

Atari VCS

#### Star Raiders

Atari VCS

#### Road Rash 3D

PlayStation



## Joanna Alexander

Zombie VR Studios

come away with something," said Alexander. "Either an understanding, or the satisfaction of solving something or acquiring some kind of new skill. And even though they're not looking for educational games, one that's more contemplative, more intellectual, is much better received by women than the twitch-factor ones."

But aside from the wants of developers and game consumers, there are other factors involved. The gaming press is largely male. Yet the public relations side of the game industry is largely female, and the products are generally marketed to, and packaged for, a male audience. Storm has her own philosophy on this. "I think people still assume men are making all of the decisions," she explained, "all of the important ones."

Alexander agrees. "This misplaced belief is really at the heart of a lot of what you see in the game meetings, and in the general flavor of the whole community," she said.

But the decision maker at OddWorld Inhabitants (developer of Abe's Oddysee) is CEO Sherry McKenna. McKenna spent years in the Hollywood special effects industry, and thought her partner, Lorne Lanning, had gone crazy when he spun her a yarn about his video game "concept." But when he promised superior image quality and storytelling, the Oddworld Quilology was born.

Coming from the movie business, McKenna's experiences are not the same as many of the video game programmers, designers and producers we've interviewed, but admittedly, she says, "It's not called a man's world for nothing." According to McKenna, her first game, Abe's Oddysee, gamered double the standard female sales figures for the Sony PlayStation when it came out. So McKenna seemingly tapped into something. Her recipe, simply, was to "Make the games taste good."

McKenna's solid beliefs against animal testing, and for healthful living were hand-sewn into the Abe's Oddysee framework. However, McKenna believes the cure to everything is communication, and that is quite obviously the key element of gameplay within her titles.

But what really makes the Abe series interesting, is its broad appeal—notably the big "something" game companies are reaching for, and perhaps the reason the industry is becoming more accepting of female developers. Not only did the title attract a lot of female players, it attracted just as many males. EGM asked McKenna what the recipe was. "If you want to shoot down everything [in Abe's Oddysee], you could go ahead and do it," she said. "We weren't going to stop you—this is a game. However, we won't reward you for doing it. And you don't get to beat the game."

Expounding on the character's appeal, McKenna said, "We want you to empathize with Abe. We want you to care for him. When I look at Lara Croft, and everyone's saying how enlightened this game is, I say, 'Are you serious?' How are we crazy? Not only is Lara in shorts that are so tight and carrying these big, ridiculous breasts, she shoots every endangered animal on the planet, and we reward her for it. We say, 'That's really cool. What a great game this is!' There is an innate caring about women. Why? It simply goes back to our species. If we care about the character, we realize that there's a purpose."

McKenna believes women and girls will play games if the purpose is distinct. But regarding the survival of women in the

"The cure for everything is communication."

**Sherry McKenna**  
GT Interactive

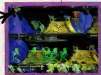


**Girl Powered:**

**Abe's Oddysee**  
PlayStation

**Abe's Exoddus**  
PlayStation

**Munch's Oddysee**  
PlayStation



"1977 made me the geek I am today."

**Amy Hennig**  
Crystal Dynamics



**Girl Powered:**

**Blood Omen:  
Legacy of Kain**  
PlayStation

**Legacy of Kain:  
Soul Reaver**  
PlayStation



game industry, she said, "As long as we single ourselves out by creating great games with great content, we'll be accepted. If we want to single ourselves out just because we're women, then we shouldn't expect to be taken seriously by anyone other than other women."

Amy Hennig, the producer/director of Crystal Dynamics' Legacy of Kain: Soul Reaver, has played games since she begged for an Atari 2600 when she was a kid. But she stumbled into the industry by accident when she landed an artist position on Electrocop, a finished yet unpublished Atari 7800 title, while she was in film school.

Hennig's ideas somewhat contradict McKenna's, in that she believes character identification is not the key to luring women and girls into gaming. "Unlike male gamers, whose appreciation of a game is often about wish-fulfillment (the thrill of being James Bond, or of being behind Lara Croft), women generally aren't playing for character-identification or fantasy," Hennig explained. "I think the industry is on the wrong track if they're simply looking for characters who girls can identify with."

She also believes the real issue isn't to question why there are so few women developing games, but rather why there aren't more women playing them. "I think of something a male friend said to me once," Hennig said. "Men wear clothes, men like clothes, but men do not shop for clothes. Women play games, women like games, but they don't shop for games." Hennig also thinks that games tend to enter women's lives accidentally. She continued: "No matter how much Mom loved Tetris, she doesn't go to the store to see if there are more games like it. Why? I don't know. The same reasons men don't shop for clothes."

Overall, Hennig agrees with most female developers in that women are more prone to play games that involve mental stimulation and critical thinking, but admits that being a woman in this industry is not an issue that she feels confronted with constantly. "I think my obliviousness to gender gives me an advantage; if you behave in a natural, straightforward manner, you put other people at ease," she said.

Sandi Geary, director of sound for SingleTrac, has a different approach to this industry. She originally intended to create electronic music but instead received a degree in electrical engineering and worked as an EE for 30 years. Her opinion on

The #1 football game on N64  
just got a whole lot better.

*Brett Favre*  
3-Time NFL MVP

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## Sandi Geary

SingleTrac



### Girl Powered:

WarHawk  
PlayStation



Jet Moto  
PlayStation

Twisted Metal 2  
PlayStation

Critical Depth  
PlayStation



Jet Moto 2  
PlayStation

Outwars  
PlayStation

Rogue Trip  
PlayStation

Streak  
PlayStation



the whole thing?" "I believe that since video games are perceived as games guys design for guys, women are reluctant to consider game development as a career possibility," she said. "When this is combined with the general hesitancy of women to enter a technical field, such as engineering or computer science, I believe it is reflected in the low number of women game developers."

Geary agrees that the game industry, like any industry, is looking to expand its appeal. "There is a huge potential market of women and 'non-traditional gamers' that developers and publishers would love to tap," she said. "Titles like PaRappa the Rapper indicate a willingness to take a risk and see what the market will support. I believe that as this appeal expands, the number of women who play and develop games will also grow."

Attracting women to the industry seems to be the single most baffling issue on developers' minds. Geary agrees that women are attracted to games that stress cognitive skills and involve a challenge. But she also believes that the phrase, "women in gaming" conjures up more of a hard-edge image than is really there. "After being in the industry, I know that the women involved in game development are not very different from other women I know who work in traditional fields such as nursing," said Geary.

Another point is that the industry certainly doesn't end at the U.S. border. In fact, it doesn't even begin here. EGM examined the issue from the Japanese game industry

perspective through Mie Kumagai, a programmer for Sega of Japan. Kumagai has created some of the largest heavy-weight arcade games around, such as Rail Chasers, the Lost World: Jurassic Park and Gunblade NY.

Kumagai's philosophy is concise: "Because there are so few women who like to play games, there are very few who want to make them." Such words speak volumes, because, of course, working is best if you have personal interest in what you do. Yet Kumagai also agrees with her U.S. associates, in that game companies want, and need, a larger audience.

Kumagai does notice, however, that gender plays a role in her work in that she feels the media pays attention to her and her projects because she's female, except for the U.S. market, which she says does not notice her or credit her for her work. Kumagai also spoke of a perception that "people who play games are generally looked down on by others," she said, "because it's the bad students who hang out at the arcade and all games are barbaric and a hindrance to education."

However, she continued that "the mere fact that women in the industry are trying to make games more appealing to the female consumer gives way to expanded genres—and content that female gamers will respond to." But Kumagai, like others, credits her individual effort, not her education, for getting where she is. "I'm really content," she said. "As long as the situation allows me to work here, I'll work in this industry."

Looking at the industry from the perspective of those working within it is one angle, but, naturally, investigating the inspiration to get into games in the first place is telling of the

"I play at home, of course. I like to play games as much as going to the movies and reading."

## Mie Kumagai

Sega



### Girl Powered:

Rail Chase 2  
Saturn



Gunblade NY  
arcade

DecAthlete  
arcade/Saturn

Lost World:  
Jurassic Park  
arcade



Winter Heat  
arcade/Saturn

"Mine and my husband's roles are far from those which are traditionally gender-based. The power tools are all mine!"

**Rilla Jagga**  
Student

## Girl Powered:

**Student at DigiPen**  
Nintendo school of game design

trends. The education behind game development is a great place to start. EGM spoke with Rilla Jagga, one of only three women to grace the halls of Redmond, Washington's DigiPen University (a Nintendo-backed college-level institution that offers bachelors, masters and associates degrees for game development). We asked what inspired her to leave her career as a professor to get into this field.

"Having always been involved in art, music, dance and theater, teaching finance left me with the feeling that none of my creative potential was being tapped," she said. "Here was a way to create my own imaginary worlds that were interactive and combine my love for art, music and even mathematics."

Even though Jagga is new to the game industry, perhaps it's her economics background that allows her to see that there's clearly market potential that has not been actualized from the female audience. "Producers are beginning to realize the availability of a huge, untapped consumer niche," she said. "The notion that a good half of the population has been virtually ignored as potential consumers is quite a staggering one. Combined is the increased participation of women in the workforce and their willingness to move away from traditional occupations."

Ultimately, there's no such thing as the introduction of women to the video game industry, as if they're a rare species of bird that's frail and inexperienced. They've been here all along. And while programmers, developers, artists and producers have not had an easy time acclimatizing, times are changing—and fast. The video game industry is realizing the potential of tapping into the virtually unexplored female market, and who better to tell the companies how to do it than the women who are behind the computers, making things happen. In short, women and girls are here to stay, and all we want is equal billing, equal time. No more "hurry up and die so I can play" falling from the mouths of our male counterparts. We're taking the controller and not giving it back until the last Boss is laid to rest. ☺

Lauren Fielder is a co-host of ZDTV's *GameSpot TV*, a video game television show. She's also an editor-at-large for [www.videogames.com](http://www.videogames.com), where you can find an expanded edition of this feature.

# Just the Facts, Ma'am

Video game players throw around opinions like loose change—whether about games or another person's ability to play them. And if females are lucky enough to be on the receiving end of these tenets, they're usually not complimented. But are guys really better than girls regarding spatial orientation, object memory, reaction to objects entering the line of vision and everything else it takes to topple video game baddies?

Obviously, the ideal method of answering these questions would be to scientifically test the theories. However, not being psychologists ourselves, EGM contacted Dr. Elizabeth Loftus, author of the 1983 book *Mind at Play: The Psychology of Video Games* and professor of psychology at the University of Washington, Seattle. She's one of the leading experts in memory psychology, having written 18 other books and provided expert testimony for the Rodney King and Menendez trials to name a few.

Loftus gave EGM a little background, stating that women usually outperform men in tests of verbal ability, males outperform women in tests of spatial skills, and recent studies show that women are better with face recognition. We asked Loftus if the notion of females outperforming males in verbal-memory tests could be translated to video games. "Depending on the type of game, yes," she said. "You could create games that capitalize on verbal skills as opposed to spatial skills, and you might expect to see female superiority."

Now, think of *Abe's Oddysee*. You beat the game if you could effectively communicate with your fellow Mudokons. The game was successful among females—many of whom didn't know why they liked it but just did. So, if you consider an adventure game or even a platform game in which object location and placement can make or break your success level, according to these studies, men may excel. But if verbal communication is put into the mix, as in *Abe's Oddysee*, women's chances of competing evenly increase. Then, say you introduce the unexplored area of face recognition, and women may routinely outperform male gamers. Or not. Remember, these are averages, folks.

According to this line of reasoning, perhaps "female content" such as the shopping and socializing sims companies have thought to create may not be the answer. Perhaps addressing the innate abilities of females—instead of trying to appeal to learned stereotypes—might open the market.

So the issue seems to always revert back to content, and Diane Shoheit, the executive producer for Hasbro Interactive, clarifies this a bit. She heads up the development of games for girls at Hasbro and says, quite simply, "I think that for women to play games, they need to have played games as girls. And girls' play patterns are different from boys. But let me stop here to say that I absolutely don't think girls' games should be restricted to hairstyling and dress-up. Girls' play patterns involve storytelling, fantasy, puzzle solving, creativity and cooperation. There is a lot to explore in these areas."

Whether women gamers' whims hinge on psychology, philosophy, neurology, communication or face recognition, one thing's for sure—people are finally taking female gamers seriously, recognizing the potential of this undernourished demographic. And while we're still not sure exactly what female gamers want, we're trying our damndest to find out.



**Dr. Elizabeth Loftus**



**Diane Shoheit**

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# Pocket Camereron

**The Armchair Auteur's Guide To Turning Nintendo's Tiny Toy Into A Blockbuster-Building Movie Studio**

**Y**ou think the first films of James Cameron or Steven Spielberg were mega-budget blockbusters? Man, wise up. Those guys started small, shooting homemade films with hand-held cameras. And that's good news for small-fry flick buffs who've just bought Nintendo's Game Boy Camera, whose animation editor packs enough black and white movie-making muscle to send thee on thy way to indie-film superstardom.

And so we present this two-page guide to bulking backyard blockbusters. To be fair, right now you'll find the few tools necessary for any quality production, while below we list six effects that no self-respecting summer movie would be without. But before you yell "action," head these points: First, this guide assumes you've read the camera's manual and are familiar with the animation editor. Second, seeing us bow the gang at EGG is less mature than a busload of third graders on a field trip, most of the effects are appropriate juveniles. Third, be sure to close all other nearby windows to play your animation. Fourth, keep in mind that although the Game Boy Camera is one of the best digital cameras available, its images will look a tad color when viewed alongside Terminator 2. But that's what drives the camera's appeal: It forces you to experiment, experiment, experiment. Better still, it forces you to have fun—no doubt much more fun than that Cameron guy ever had filming Titanic.



## Crucial Tools



### It's Timer Time

Why deal with the hassle of hiring untrained film crews when the Self-Timer lets you shoot solo? Just brace the camera into position, set the timer, step into the frame and—*pinestol!*—you're both the director and the star.

### In the Loop



When it comes to assembling animations, take a hint from MTV—keep things moving. The Looping tool lets you flip between two similar pictures or through a sequence several times, thus giving the illusion of constant movement. Take a gamdar at the two minisequences above, for example. If you loop the two machine-gun shots and run your animation, it'll look like the gun's kicking and spitting a stream of spent shells. Sticking the two voice-fighter shots in a



loop makes the ship appear to soar across a scrolling backdrop of stars. And since loops don't eat up frame space, they'll make your movies last longer, too.



## Zooooooming!

If you've seen a Sam Raimi flick, then you've seen zooming: the effect of following a person or a thing's perspective as it careers through scenery. Zooming is easy here; simply snap a shot (a), step forward a bit, snap another (b), step forward (c), etc. Set your playback speed high (at least 90) to ensure fluid zooming.



# Fancy Effects

## Eye Beams, Gameplay and the Paint Program



Dolly-filled Merchant Ivory flicks are nice for misty-eyed *Myst* maveners, but die-hard gamers want more. From



their movies, they create all manner of



explosively violent effects. Simply snap your pic, then draw in the effects later, just like George Lucas' ILM boys.

## Human-Head High Jinks

Perhaps the only camera effects guaranteed to earn your film an R rating, these sequences were created using Montage Lens #2, the perfect tool for a variety of ultra-spy head games. For step one of the most basic effect—what we like to call the Meliad

Head—brace the camera steady and bend down so that you snap nothing in the frame's top half except the background (a). Then assume a standing position, extending your head most of the way into the already photographed top half of the frame, and shoot again (b). All that's left now is to save the picture and use the paint program to draw in your choice of gruesome post-mortem effects (c). With a little tinkering, you can create a variety of other complex depictions of animation for your loved ones to enjoy, such as the unfortunate incident below.



## Stop-Photo Animation



The camera's frame-by-frame approach to filmmaking makes stop-photo animation a snap.



Simply steady the camera, then shoot a pic (a), move the prop a bit, shoot again (b), etc.



Sure, you can use the clip art to mess up friends' faces. But it's more fun to modify the art



with the paint editor and produce "Funtastrophe" Nintendo would never approve of.

## Rampant Clip-Art Abuse



Holdings the camera steady and use Montage Lens #2 and snap your actor on the left half of



the frame (a). Then move him to the right and shoot again to complete this effect (b).



the frame (a). Then move him to the right and shoot again to complete this effect (b).

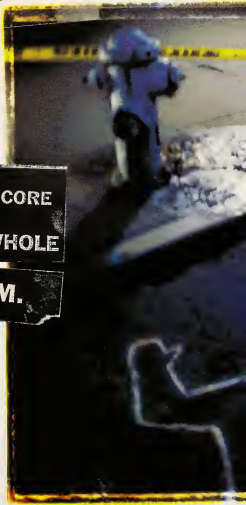
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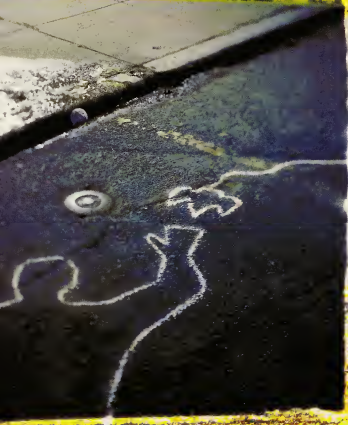
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POLICE LINE DO NOT CROSS

POLICE LINE DO NOT CROSS



Finger D



Left Thumb



Left Finger A



Left Finger B



Left Finger C



Left Finger D

FightingForce64

# Review Crew

EXCELLENT  
10

9  
8  
7  
6

AVERAGE  
5  
4  
3  
2

CRAP  
1

## OUR PHILOSOPHY

EGM rates games based on how they compare to other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive, a 1.0. This is the kind of game you want to avoid at all costs. It's pure crap, so our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?



Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive Silver Awards.



### Current Favorites

Banjo-Kazooie  
Shining Force: III  
Parasit: Ev.  
Kartia

Favorite Genres:  
RPGs, Action

### Crispin Boyer

Like everyone else on the staff, Crispin isn't too crazy about Banjo the bear, but he does dig Kazooie and her bad bird attitude. In fact, Cris wonders why Kazooie even hangs out with the dim-witted hunk-bird. She's probably in it for all the fish, birds and other lovely parasites that live in Banjo's fur. One figure: And if Banjo and Kazooie ever still go...well, poor Banjo would probably go mad from the itching.



### John Davison

Inspired by England getting knocked out of the World Cup by Argentina, John spent much of his reviewing time trying to re-create the ill-fated match. To help compensate, he then decreed that because Independence Day was only observed because it was a celebration of English being kicked, July 4th weekend would be cancelled at EGM. And we thought he was kidding! He wasn't...

Current Favorites  
Metal Gear Solid  
Banjo-Kazooie  
Mt. Superstar Soccer '98  
Gran Turismo

Favorite Genres:  
Action, Adventure

### Current Favorites

Road Rash 3D  
NCAA Football 99  
IS Soccer Pro '98  
WWF War Zone

Favorite Genres:  
Sports, Racing

### Dean Hager

Still totally immersed in Road Rash 3D, Dean's been wearing nothing but a leather coat, boots and chaps to work for the last two weeks. He claims it's just comfortable and has nothing to do with the game (yeah right...). Hopefully EA's NCAA 99 will end his hair phase, not to mention prime time for the landslide of football games coming soon. Also on his must-play list: Rally Cross 2 and Moto Racer 2.



### Dan Hsu

Shee wasted to use his space to brag about how he won the office NFL Blitz tournament (supporting the heavily favored Kwajaw). But what he didn't want us to tell you is just how much time he spends reading newsletters in WWF War Zone—it's like watching a giddy little girl dress-up Barbie for hours. His favorite creation is an evil blue megal named "Blablabla" (is it a Freudian thing?)

Current Favorites  
Banjo-Kazooie  
Metal Gear Solid  
WWF War Zone  
Kartia

Favorite Genres:  
Strategy, Puzzle

### Current Favorites

NCAA Football 99  
 Madden NFL 99 (PS)  
NFL G'M-Day '98  
IS Soccer Pro '98

Favorite Genres:  
Sports, Strategy

### Kraig Kujawa

Now begins the time of year when Kraig looks herself in the office and does nothing but play the new year's crop of football games. Right now, he's really into NCAA Football 99. In fact, he just narrowly beat John Records in a real-biting game that went triple overtime. At least all of this pagen play will be put to good use with the next EGM Guide to Sports Video Games right around the corner.



### John Ricciardi

John's had quite a busy month. He spent most of his five time playing through Shining Force III (great game), before heading out to chilly California (yes, chilly—no Igawa!) with Boss England to check out the final Japanese version of Metal Gear Solid (it's sweet!). Now that this issue is finished, he's getting ready to sit down with next month's biggest—Parasite Eye and Mega Man Legends. Life is good...

Current Favorites  
Metal Gear Solid  
Shining Force: III  
Banjo-Kazooie  
NCAA Football 99

Favorite Genres:  
RPGs, Action

### Current Favorites

Banjo-Kazooie  
Metal Gear Solid  
Shining Force: III  
Rind-Bune II: Rise

Favorite Genres:  
Action, Adventure

### Shawn Smith

Shawn's recent road-trip to New Orleans put distance into perspective for him. He told us that "Driving to New Orleans from the Chicago area is like playing through Banjo-Kazooie from beginning to end—except in Banjo you don't drive an Oldsmobile." Yeah, so maybe that's true. But that's recovered from the "authentic New Orleans sausage" in his gumbo, he's thinking about going vegetarian.



### Sushi-X

We haven't seen very much of Sushi since (3) came to a close. Word on the street is that he's been hit by Cupid's love shuriken, which would easily explain the small of perfume lingering around his area at the office. Problem with Sushi is you can never tell if it really is a new woman in his life or just another new piece of Street Fighter II merchandise. Something tells us it's the latter this time, again.

Current Favorites  
Metal Gear Solid  
Pocket Fighter  
Shining Force III  
Kartia

Favorite Genres:  
Fighting, RPGs

## BANJO-KAZOOIE



Game of the Month

Publisher: Nintendo

Developer: Rare

Featured In: EGM #106

Banjo is the best 3D action/adventure game to date. Around almost every corner there's something that simply floors me. For instance, in one level you enter a large water-filled room where a giant mechanical shark is anchored. The thing easily takes up the entire screen and is really awesome-looking. In another level, you can fly all the way to the top of a huge snowman and then take a sled down his scarf. The levels give me a feeling of great depth. This coupled with the interactivity of the levels makes Banjo one to buy! I haven't played a game in a long time that offers this much gameplay. You have to use all of the moves you learn in order to truly complete each level. There's musical notes, jingles, puzzle pieces, a number of minigames and adventures, characters to meet up with and many other objectives. Experienced players may beat early levels in less than an hour each, but beginners will definitely take a lot longer. With nine levels of modest size, the game is a formidable opponent. The graphics are easily the best on the system, and the music is a lot of fun. The game is available on the fourth level of the pack.

**Shawn**

What Rare has delivered here is solid-gold gameplay—best, even, than Mario 64. The dual-character dynamic is ingenious, the logic graphics are flawless (the N64's best), later stages are superbly challenging and the amount of things to do and secrets to discover is immense—almost daunting. You'll spend a long time lost in B-K's world if you want to perfect each level. But you'll spend time fighting the camera, too.

**Crispin**

B-K's graphics are truly beautiful and the game design is just exquisite. The sense of enormous scale is incredible and the sheer number of available objectives within each level probably outdoes any other game out there (even Mario). So is it the best 3D game? No. There are two problems—one creative and one technical. 1) Banjo himself is a tough character to really care about, and 2) Control A is frustratingly bad sometimes.

**John D**

Simply put, Banjo-Kazooie is wonderful. It's grand, it's beautiful, it's addictive and most importantly it's fun. The game is bigger and better-looking than Mario 64, it gives you so much more to do in terms of gameplay, exploration, secrets and technical. The challenge level is pretty high in some stages in most of the pack of inspiration because you have to collect items if you die. Overall, Banjo-Kazooie game design. This is a must-buy.

**Dan**

VISUALS 10 SOUND 7 INGENUITY 7 REPLAY 8

## FLYING DRAGON



Game of the Month

Publisher: Namco

Developer: Culture Brain

Featured In: EGM #107

You have to kind of admire this for trying to do something different with the fighting genre. Unfortunately though, in trying to produce something that has a little bit of every thing ("Flying Dragon is ALL fighting games in one!" proclaims the press release), Culture Brain has somehow managed to instead produce something which fails to excel in any one area. It's a 3D fighting game, and a 3D fighting game...only both modes look virtually identical. It has "proper" characters and super-deformed characters. It offers Tournament Modes for up to eight players (also means play) and a Story Mode...and each of these offer more features than most fighting games. The most important and ambitious feature of the game though is the Monster Maker-esque character development found in the Super-Deformed game. Winning fights provides credits which can be used to purchase and upgrade more than 200 pieces of equipment. Building up this gear makes a fighter more powerful...and a more formidable foe. The graphics when taken back to the tournaments (by saving to a Controller Pak), you can customize controls, you can use combos, special and counters...you name it. It seems it looks so good, and plays like a real doer. The execution is appalling, and gameplay-wise...this really isn't so Tekken or V. It's just a 3D fighting game.

**John D**

Flying Dragon's "all things to everyone" idea has fallen on its face. The 3D Mode looks just like the 2D Mode! The fighting is imprecise and sloppy with lots of cheap stuff. Little technical, and a lot of button mashing. The 5D Mode is standard fare, only slightly more elaborate due to its building aspect. But the features are lame—special headsets, air combos, etc. that usable better than anything. A so-so fighter for the N64.

**Dean**

I hate to dump on Flying Dragon, since it adds new tricks to the fighting game mix, but the game plays, looks and sounds so dumb. The simplistic fighting engine is a cinch for button-mashers to master. Aside from a few counters, there's not much technique here. And while control is precise, the awkward lean detection makes some attacks requiring a matter of luck. Too bad many of the game's modes are cool ideas.

**Crispin**

The idea of building up a fighting game character RPG-style is certainly ambitious and I'm surprised so no one has tried it before. Flying Dragon has to be commended for trying something new, but at the end of the day this really isn't an enjoyable game. The controls are bad, the presentation is terrible and when all is said and done the whole thing comes across as being something of a joke. Another bad N64 fighting game. High Sushi

**Sushi**

VISUALS 3 SOUND 3 INGENUITY 6 REPLAY 4

## IGGY'S RECKIN' BALLS



Game of the Month

Publisher: Acclaim

Developer: Iguana

Featured In: EGM #105

Even though we didn't read each other's reviews before going to print, I've got a pretty good idea that my Reckin' Balls score'll be lower than anyone else's. I've already heard everyone's arguments as to why they dig this game, but nobody's been able to sway me on it—it's just not my thing. Don't get me wrong, Reckin' Balls is hardly a bad game. Puzzle fans will definitely enjoy it for its depth alone (there are more than 100 stages, not including hidden stuff that I haven't found yet). It's got a pretty good Multiplayer Mode too (for racing), but the Battle Mode is boring and unvaried and nowhere near as fun as most N64 games' Battle Modes. My problem is that the game just doesn't do anything for me. The characters are lame (they're like Madballs rejects with horrendous voices), the weapons are substandard and I just can't find the fun in mindlessly grappling your way through level after level of endless track. It's like Uniracers, but without all the cool stuff (the tracks, the speed, etc.). For four-player racing, I can slightly recommend it for a family-type game that the kids might be amused with, but probably recommending it to my 10-year-old son for an "easy-haver" N64 game is just as fruitless an idea for me as it is for you. Definitely get out and look it up if you can before committing to a purchase.

**John R**

I don't get it. Why Ricciardi doesn't like Iggy's that much. It's one of those games that looks overly simplistic and boring, but once you sit down to play it, it really grows on you. The best part of the game is to use silent level design. Each track has a unique layout, keeping the pace frantic and the challenge level high. Multiplayer, as expected, is a lot of fun. This is no Mario Kart by any means, but you should still check it out.

**Dan**

This is a really weird action/racing/puzzle game that turned out much better than I thought it would. Once you learn all of the different techniques, the One-Player Mode is a lot of fun—if you can ignore the repetitive music and lame voices. As far as the Multiplayer Modes go, Iggy's good for two players. Anything higher makes the driving cut, as its top skill. I'd be wasting this—it's a game you'll either love or hate.

**Kraig**

I hate its characters—and I despise the sound effects—but otherwise Iggy's Reckin' Balls is pretty fun. Its gameplay is best described as a 3D take on Uniracers (minus the tracks), and as is that game you need to learn the tricks before you start having real fun. IRL's best pace makes for some confusing moments—particularly when you battle with several other balls. Multiplayer racing's a blast, but Battle Mode's a bust.

**Crispin**

VISUALS 3 SOUND 4 INGENUITY 7 REPLAY 7

Number Of Players: 1-4

Best Feature: Lots of Objectives

Worst Feature: Same Old Same Old Lane Of Race Character Design

www.nintendo.com

Number Of Players: 1-4

Best Feature: Ambitious Design

Worst Feature: Appalling Controls

www.namco.com

Number Of Players: 1-4

Best Feature: Cool Level Designs

Worst Feature: Unimpaired Character Design

www.acclaim.net

## IS SOCCER '98



**Publisher:** Konami  
**Developer:** Majar A  
**Featured in:** EGM 110?

This may well be the finest soccer game ever created. As far as gameplay goes it blows EA's recent FIFA exploits out of the water, which is saying something because World Cup '98 was the finest FIFA to date. So why is ISS '98 so good? And why is it better than its also-wonderful predecessor? Well, I don't think I've ever played a sports title where you feel so in control of what is happening on the field. The controls are virtually perfect and pulling off feints, lobes, one-twos, charges and volleys has never seemed more natural in a soccer title. You can even force feints when taking free kicks, something I've never seen before. Add to this the incredible degree of control you have over the strategy your team plays and you have a near-perfect soccer experience. Individual players can be edited and given specific skills so you are forced to "know" your team. On top of this, actions you make as manager, such as changing captains mid-game, can alter the overall morale of the team. All of this isn't just fluff either...the teams do behave differently in these situations. If I have any complaints it's that the gameplay suffers a little in multiplayer games. Two-player stuff is fine, but those of you who play sessions can make the game confusing if it slows down too. This aside though, ISS '98 rules.

**John D**

ISS '98 doesn't feature any sweeping improvements over ISS64, but the AI has been improved (especially goalie AI) and there are some cool new animations and graphical tweaks like a vertical camera angle, for example. There's some slowdown when playing with four people, and some licenses this time would've been nice, but these are minor complaints. ISS is still the best soccer game around, bar none.

**Kraig**

ISS '98 is as solid as last year, with a few tweaks and adjustments like new player animations, and more stadiums. Normally that would be boring but ISS to the max (sports game of the year '99). Not only is the gameplay top-notch, but the amount of depth is remarkable. Setting formations and tactics as well as passing individual players' abilities makes for fun as play works. AI play is a little slow but otherwise it's golden.

**Dean**

While the new ISS does admittedly seem like more of an update than a true sequel, it's still a fantastic game and it's still got the best gameplay, by far, of any soccer game to date. Most of the improvements won't be immediately recognizable (much of it is behind the scenes stuff), but the AI is better than last year and the graphics have been improved as well. Better play by play, too. Not a huge leap, but why try with greatness?

**John R**

## VIRTUAL CHESS 64



**Publisher:** Titus  
**Developer:** Titus  
**Featured in:** EGM 110?

Step one: Turn on Virtual Chess 64. Step two: Turn off its ridiculous battle-chess animations. These repulsive, crudely animated scenes are more annoying than entertaining. You'll want to switch to the 2D board view too, since the 3D board can make for awkward perspectives. Such gripes aside, the rest of VC64 is a surprisingly deep and comprehensive chess game. The charm here is in the options. You get a tutorial that covers everything you'd ever want to know about chess, including basic moves and terminology, advanced strategies and classic blunders to avoid. You can also practice several end game scenarios or sit back and watch play-by-play analysis of famous chess matches, some more than a century old. The tutorials are strictly no-frills, with scrolling text to highlight on-board gongs-on. But hey—we're talking chess here, not GoldenEye. VC64 offers six difficulty levels, including Beginner Modes that force the computer to play like an idiot. Sell—not bring a chess genius myself—I found the easiest level to be pretty tough. At the highest difficulty level, the CPU can compute up to 3,000 possible moves per second (Titus' chess engine has won several world class tournaments). Chess masters won't be disappointed, and newbies have everything they need to get into the game.

**Crispin**

This is one fairly impressive cartridge. The extensive and comprehensive tutorials have taught me things I never knew about the game of chess. The AI is also pretty damn solid. I had trouble beating some of the easier levels (though I'm no chess expert by any stretch of the imagination). I found the 3D mode painful to play and watch, so I ended up just playing plain old 2D chess. The battles are pretty weak as well.

**Dan**

This kind of reminds me of Battle Chess, except it isn't nearly so good. The battles displayed when chess pieces collide are really cheap. I understand that their limited cartridge space, but most of them are pretty lame. You can turn off the animations and make the game into a plain vanilla chess matches. If that's what you're looking for, this is a good option to some of those needs, just don't expect anything too fancy.

**Kraig**

I wasn't expecting anything too flashy from Virtual Chess 64, but if they're going to have an animated battle scene similar to Battle Chess they should at least be as good as the ones in Battle Chess. Other than that, the only problem I had was the slow play. Still, Virtual Chess 64 is fun and straightforward. If you're looking for something simple, try it out. But don't expect VC64 to stretch up to top in the chess arena.

**Shawn**

## WWF WAR ZONE



**Publisher:** Acclaim  
**Developer:** Iguana  
**Featured in:** EGM 110?

If you're a wrestling fan, there's no doubt about this game being a good buy. It has plenty of wrestlers, signature moves, modes of play and great graphics. For those of you out there who are like me though (who think wrestling is alright but nothing spectacular), don't expect this game to bring anything all that innovative to the table. It's not going to change your mind about the fate...er, dramatic sport of professional wrestling. In fact, the most innovative feature of this title—something I think is simply incredible—is the Create Player Mode. I haven't had this much fun since I made tracks in Excitebike! Sure, a lot of it is just for laughs but isn't that what gaming is all about anyway? I think so. Picture this: A scrawny 50-pound dude wearing nothing but an eye patch, suspenders, bowtie and leather knee-high boots fighting against the massive Undertaker. Now that's what I call comedy. Another impressive feature is the game's audio. A few times I forgot it was all on a cartridge—it's quite impressive in both quantity and quality. I can't say the control is all that intuitive though. Trying to do a move is a little tricky when you're also trying to position your guy properly. Still, the game is all about fun. We laughed for hours on end while playing this one.

**Shawn**

By now you should know that we her... at EGM are all suckers for great multiplayer games. Well, let me tell ya—WWF War Zone ranks right up there with the best of 'em. The engine isn't quit... as solid as WCW vs. NWO, but the gameplay is more exciting, the modes are more interesting (Weapons and Cage Modes rule), and the Create Player feature is just really awesome. If you're into four-player games, this really is a must-own.

**John R**

Think what you will of professional wrestling. If you take the time to learn the myriad of moves in War Zone (so you're not just mindlessly mashing on buttons), you'll find a great game, with great controls, great voice-work and great animations (so realistic they'll make you cry out "ouch" more than once). Tons of modes and a sweet Create Player feature gives WZ incredible replay value. Collision detection is a bit off at times.

**Dan**

Aside from the smoother textures, and the addition of a couple of modes, this is essentially the same as the PS War Zone. It doesn't seem quite as responsive but that could just be an analog thing. Multiplayer is great fun, and the Create Player Mode is fantastic. The Training Mode and instant move lists are very helpful too. I never thought a wrestling game could be this hilarious and fun (in multiplayer), but be believe me, it will.

**Dan**

Number Of Players: 1-4

Best Feature: Incredible Control

Worst Features: 3-And 4-Player Games Get Confusing

www.konami.com

Number Of Players: 1-2

Best Feature: Tutorial Options

Worst Features: Battle Chess Animations

www.titusgames.com

Number Of Players: 1-4

Best Feature: Create-A-Wrestler

Worst Features: Poor Collision Detection

www.acclaim.com

## C: THE CONTRA ADVENTURE



Publisher: Konami

Developer: Appaloosa

Featured in: EGM #36

Number Of Players: 1

Best Feature: Side-Scrolling Levels

Worst Feature: Everything Else

www.konami.com

I suppose C is the best 32-bit Contra game, but that's only because 1996's Contra: Legacy of War was a disaster. At least C attempts to be a Contra game—in a few places, anyway. It starts out promising enough, with a 3D side-scrolling "remake" of the first level of Contra III for the Super NES. But even this stage is ho-hum, lacking the tiny touches (exploding cars, collapsing buildings, etc.) that put so much personality—and soul—into the Super NES game. C's remaining eight levels slide downhill from there. These monotonous 3D stages at times play like an unimpaired Tomb Raider clone, other times like Legacy of War (blah). A few levels do rip pages right out of Contra history: One decent stage is reminiscent of the forward-scrolling bunker-busting portions of the original NES Contra. And C's final level—this one also side-scrolling—is home to a classic Contra Boss. Still, it takes more than familiar weapons, enemies and flashing red dots to make a Contra game. You need top-notch controls, which C often lacks. And you most definitely need a "hard" player mode, which this absolutely lacks. Like Legacy of War, C was developed by Appaloosa Interactive. OK, Konami, you gave this team two tries, neither of which worked out. For the sake of the franchise, please develop the next Contra in-house!

**Crispin**

What's the deal with this one? Is it that hard to do a good Contra game? It shouldn't be. The first level makes you think the game might be alright—it has some flavor of an old-school level. But then the game goes on and it turns into something completely different: a game with a mouth spouting from your character's mouth, unimaginative enemies, mad Bosses attacking from every angle and a lack of decent gameplay, wack you.

**Shawn**

I don't know about you, but when I upgraded from a SNES to a PlayStation three years ago, one of the reasons I did so was to play better games with better graphics and, you know, more "fire." This has about as much "fire" as a plastic spoon. The graphics suck big time, and to be honest Contra III both looks and played much better. It's dull, unimaginative, and a disservice to the Contra franchise. Avoid like the plague.

**John D**

Yet again, Konami has brought out another game that shouldn't have been called Contra. The gameplay is incredibly annoying, too hard in some spots, too easy in others. Worst of all, it's too tedious even though it has different 3D and 2D levels. The graphics and sounds are pretty average, but the gun effects and explosions are really bad. Konami, please bring out a real Contra game before it's too late.

**Crispin**

VISUALS	SOUND	INFINITY	REPLAY
5	4	3	3

## C&C: RED ALERT RETALIATION



Publisher: Westwood

Developer: Westwood

Featured in: EGM #37

Number Of Players: 2

Best Feature: New Units

Worst Feature: Not Enough Improvements

www.westwood.com

Originally designed as a PC add-on disc (called *Aftermath*), Red Alert: Retaliation has been substantially reworked to stand on its own as a sequel to the best real-time strategy game on the PlayStation. Retaliation offers 34 completely new (and more difficult) missions, 500 new multiplayer maps, and a ton of new units to make it play somewhat differently from the previous Red Alert game. The new units are quite welcome and add some depth to gameplay, but they don't present anything that we haven't seen before in one form or another. For example, there are Tesla Tanks that simply shoot Tesla Buses from their turrets instead of shells and Shock Troopers that shoot at shells instead of bullets. Suffice to say, if you're looking for all-new and fancy units, you might be a bit disappointed. Graphically, the game is identical to the original, but at least there are 36 new techno-tunes to wage war by. As you can see, there are a lot of additions, but just as many things are not new. Because of this, we're recommending this game two-fold: if you don't love Red Alert or do and are a die-hard fan, it's a good idea to buy Retaliation. But otherwise, it's probably a much better idea to rent it and try out some of the new levels to see if it's really worth buying what is essentially the same game twice.

**Kraig**

If C&C: Red Alert only served to whet your appetite, then prepare for a full-course meal. Retaliation is a great package for any real-time strategy fan. This two-disc set has tons of missions, lots of new units and more maps than Star Wars and AP Link. Modest, but you'll never need—over-top! The intuitive controls take us time getting used to, although on larger maps, it gets really tough trying to coordinate everything properly.

**Dan**

If you're a fan of the previous two PlayStation C&C games, then Retaliation is a must-buy. And that's appropriate, seeing as how this game's intense difficulty is geared toward C&C veterans. The new units, more puzzle-like missions and secret scenarios (Egad! Red Alert) make this more than just a glorified mission pack (well, it's actually two PC mission packs). But best of all are the Multiplayer Battle and Co-op Modes.

**Crispin**

I'm a big fan of the C&C series, and yet again Westwood seems to have done the trick. The game may be just a little old hat, but for PlayStation strategy gaming this is still one of the best series. Retaliation is tougher than previous C&C, but there's enough new stuff to keep you interested. The new units are basically old RA units stuck together, like, Tesla Tank + Tesla Tank, but it still makes for an exciting game.

**John D**

VISUALS	SOUND	INFINITY	REPLAY
6	8	5	8

## CRIME KILLER



Publisher: Interplay

Developer: Psilogic

Featured in: EGM #34

Number Of Players: 2

Best Feature: Fast Smooth Graphics

Worst Feature: Absence of Enemy AI

www.interplay.com

I lost count of the number of times I threw down the joystick and screamed, "I hate this *5000x1 game*!" while playing it. Frustrating just isn't the word. It may have high-speed graphics that zip along at a reputed 60fps, and it may be filled to overflowing with lens flare and colored lighting, but it has a nasty habit of killing you five seconds before the end of a mission. Control of your futuristic cop vehicle (car, bike or hover-plane thing) is extremely responsive, but at no point makes any kind of attempt at trying to be even the remotest bit realistic. The high-speed high angle fun fun fun, but can make hurtling around the smallish city maps fairly tough in places. All of the mission goals sent to you by police dispatch (destroy this, pacify that, blow this up...etc., etc.) result in scripted bad-guy movement patterns and you don't get the impression that there is really any AI directing the enemy responses. Targets usually turn up in the same place and then follow the same route every time, though it does seem to throw objectives at you in a random order. Who-hoo. Careful, such variety will make one yawn. Yet another PlayStation game that exhibits a preference for style over content. Nice graphics engine, dull gameplay. For the big kids among us however—there's a button for the siren sound...

**John D**

Crime Killer gets points for being real fast (so fast) and as graphically sharp. Horribly, the gameplay isn't that bad either. The problem is the premise—rodding around a city playing out one mission with criminal vehicles gets old quick...too much redundancy and not enough variety in the levels contributes to the monotony. I could see the game's engine being used more appropriately for a straight racing sim, though.

**Dean**

There's a lot of futuristic driving action games out there, and Crime Killer doesn't do enough to set a player apart from the mediocre pack. The graphics are good and the frame rate is fast, but this sort of unoriginal gameplay is getting a little tired. The mission-based combat gets repetitive and tedious, though there are a variety of vehicles and weapons to help spice things up a bit. In the end, this is an above-average, but forgettable title.

**Kraig**

Like so often, fast and slow stuff as much as the real fun. But Crime Killer does have a few missions are so mindless and repetitive that you quickly just rest in the game and its hap-hazard plot. C&K is more like a ground-based G-Police with randomly generated missions and really, really stupid enemies. Most bad-ies, in fact, seem to just like to kill them, waiting for you to kill them.

**Crispin**

VISUALS	SOUND	INFINITY	REPLAY
7	6	5	3

# IS SOCCER PRO '98



**Publisher:** Konami  
**Developer:** Konami  
**Featured In:** EGM 108

Number Of Players: 1-4

While it's not as healthy as its N64 counterpart, ISS Pro '98 has a great balance of realistic and arcade gameplay tempered with a swell amount of stats and options. Variable game speed control and a bunch of difficulty levels are especially useful in this competent game. In general the game feels like an improved version of Goal Storm '97 (which is a great compliment by the way) **There's no World Cup license but with play this great, who cares?** Player animations are decent if not a little jerky-looking when in motion, but head movements, hand gestures and defensive moves all look nice. The ball and game physics in general are believable. There are no crazy half-field goal shots or other such "money plays." Slide-tackles are realistic—no 20-foot blasts when the player is barely moving. Little things mean a lot too, especially tactics like the through- and long pass. The through-pass is especially instrumental in keeping the game momentum on the speedy side. A well-timed fast break using tactics, but through passes is a beautiful thing in soccer in ISS Pro '98. As far as negatives go, the weather effects are a little cheesy (especially rain) and while I personally don't agree, Riccardi seems to think the goalie AI is on the weak side. For the PS I would rank ISS Pro '98 near or at the top of the heap.

**Dean**

Best Feature: Smooth Gameplay

Worst Feature: Heavy Weather Effects

My testing of this game involved a re-creation of England's failed World Cup game against Argentina. Fortunately my game didn't result in a travesty of free kicks and penalties. It did however, reveal that ISS Pro '98 is probably the best football game on the PS. It doesn't feel quite as solid as the N64 version (the controls don't feel as reliable) but the flexibility of the game makes up for this. Who cares if the player names are wrong?

**John D**

It's not as good as the N64 version, but this version of ISS for the PlayStation is the best soccer game on the system, easily topping any of the other soccer games in playability. The graphics are very good, particularly the smoothly animated players that move about at a break pace. Again, as always with Konami games, the game lacks licensing to make it the complete package. But nevertheless, this is the PS soccer game to get.

**Kraig**

Even though the graphics and animation in ISS Pro '98 are superior to those in EA's World Cup 98, I still prefer the latter overall. Passing and defense are overly dominant in ISS Pro to the point where it becomes frustratingly difficult to get any self advances on the field, and when you do, more than half the time you'll have no problem scoring the goal! AI is pretty fair. Definitely a very solid game, but I prefer WGT.

**John R**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	8	8

# KARTIA



**Publisher:** Atlus  
**Developer:** Atlus  
**Featured In:** EGM 108

Number Of Players: 1-2

Kartia may look like another tactics-style clone, but it looks and plays different enough from its brethren (Final Fantasy Tactics, Ogre Tactics) to warrant a serious look—assuming you like these kinds of games enough to figure out the nuances of each one. To start off, Kartia is beautiful—not quite up to FFT standards, but the art and music are grade A. The suspenseful story line also kept me enthralled. I had a hard time sitting down the controller because I wanted to see what events would unfold after finishing each battle. But the game's best side has got to be its strategy engine. It's extremely simple to learn (making Kartia a little easier to get into than FFT, in my opinion). But the nature of Kartia's battle system also forces you to really think and plan out your fights. The on-field factors (weapons, unit-type, terrain, magic) can be so integral, you can spend so-to-so minutes before each scuffle preparing your army (yet all the details never bog the game down since the game play is so intuitive). The slow-down, the story line is top-notch filled with no interactivity, and the human characters have no great distinction between them (Kartia doesn't have character classes like Mages or Archers—everyone draws from the same pool of weapons and spells, making them very generic).

**Dan**

Best Feature: Intuitive Strategy Engine

Worst Feature: No Character Classes/Job

Kartia was developed with the promise that it'd be easier to get into than the deep FFT Tactics and Tactics Ogre. And, sure enough, the game's rock-paper-scissors combat is user-friendly yet still challenging to face off this RPG subclass. But your ability to craft weapons, mix magic and monster types and explain for battles means **Kartia is neither too shallow.** The two-player option is a great perk—much better than 70%.

**Crispin**

Kartia fooled me. At first I thought the game would be a standard strategy/RPG. I was wrong. It may not have the flashiness of graphics or the most well-written dialogue, but the story is engaging, the music is great and the battles are challenging. **The Vs. Mode is the game's best feature.** All genres of this sort should have a two-player Mode like Kartia's. No, Kartia isn't the best game in its genre but it's one to seriously look into.

**Shawn**

If you loved Final Fantasy Tactics or Tactics Ogre, Kartia should be right up your alley. Thanks to its simplicity of the battle system it's not too simple, but it's much less complex than either of the above two games. It's really easy to get into Kartia, and the story (actually two stories) will keep you hooked. The 3D battle is a nice addition, and the Amano art is gorgeous (for the man's game). **This is the next step for FFT fans.**

**Sushi**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	7	6

# MLBPA BOT. OF THE 9TH '99



**Publisher:** Konami  
**Developer:** Konami  
**Featured In:** EGM 108

Number Of Players: 1-2

New game, same story. It's time for this game series to grow up. The latest addition to the Bottom of the 9th series is by far the best of the bunch, but it still suffers from most of the same problems that hurt the previous few editions—if it just doesn't feel like a complete game. There is no MLB team license (there are real players though), the menus look pathetic, and the game's features are very sparse. Saw a cool Training Mode "thankfully, the game is pretty fun to play. It takes some getting used to, but Bot's 9th light gameplay gives you the feeling of being in total control of the action. To ease your way into game play, you can change a few options to make many of the hardest parts of the game happen automatically such as fielding, or aiming your bat. The 3D graphics are a mixed bag. The player models are decent, but lack major detail. In fact, they're probably the least detailed of any recent PlayStation baseball game. Most of the animations are very smooth and look nice, but on occasion there will be some slowdown or a good deal won't look right. In all, Bot's '99 is a good game, but one that's difficult to recommend given its meager competition. If you don't give a damn about tons of features, atmosphere, and team licenses, then give this one a shot. Otherwise, just play MLB '99.

**Krain**

Best Feature: Fast Gameplay

Worst Feature: Weak Presentation

Bot's '99 has a couple of very cool features (Scenario and Training Modes) that barely keep up the game from falling into the pit of mediocrity. As a baseball fan, I have to admit both are real sales a game that's lacking a team license and most of the ballpark when the competition has all that and more. **AHD (in most cases) better gameplay!** With the right tweaks, Bot's could be a real contender, but for this year, I'll pass.

**John R**

I'm diggin' this or... Bottom of the 9th '99 is a fast, competitive and very easy-to-learn baseball game. Sure there's no team license and the stats aren't there, but **MLBPA game play over stats any day.** The ambience is good as are the player animations and the classic batting left-field. Granted it allows you to hit a lot, but it does keep things exciting. For a fun, arcade-style baseball game, Bot's '99 is quite good. Give it a try.

**Dean**

Bottom of the 9th is a very solid baseball game for the sake of you who don't care much about stats and real life. Since I don't care about that stuff, the game's almost perfect for me. **This one gives good play.** The graphics and animation are solid, the voice-over and music keeps things moving and the game's ease-of-play is quite impressive. Since all I want out of a baseball game is some fun, Bot's is the one for me.

**Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	5	8

www.konami.com

www.atlusa.com

www.konami.com

## NCAA FOOTBALL 99



**Publisher:** Electronic Arts  
**Developer:** Tiburon  
**Featured in:** EGM #107

It's amazing what EA can do when they put some real effort into it. Instead of just throwing their college football game together this year, they gave it its own development team. The result is that **NCAA 99 is much better than last year's game.** The most obvious change are the polygonal graphics. EA did a great job of making the players look and function in 3D, without letting them suffer from the typical boxy and rough-edged look associated with polygons. This is because the player models are very good and the textures on each player are so detailed that they hide many of their rough edges. Additionally, there are tons of new animations (wrap tackles, low, high and one-handed grabs) that make the players come to life. The only downside is that the frame-rate drops a bit sometimes (particularly when there's lots of players moving on-screen), although it doesn't hurt the flow of play much. NCAA's gameplay is very good and easy to learn. The artificial intelligence is pretty good, and there are tons of learning aides available to help newcomers become comfortable with the game. The amount of features in NCAA 99 is just unbelievable. The Dynasty Mode and number of college licenses it has are unrivaled, and it even has a play editor. If you're a college football fan, be sure to get this game!

**Kraig**

Detailed polygonal players, a play editor, classic games of the past and improved play direction all shine bright in NCAA this year. **Strong AI prohibits unrealistic play** (turning left and then throwing hard right, etc.), which is a big improvement. The game is very slick, almost to the point of frustration, but it still retains some flash. My big complaint—the tactics still look unrealistic. Otherwise this is a greatly improved game.

**Dean**

This is what I've been waiting for. Last year's NCAA game had plenty of options and depth, but the AI was just far too stupid. Now we get a much better engine, far more options and features than last year, and best of all great AI that rivals last year's Madden games. As always with EA, the game's presentation is fantastic, and the **gameplay is as solid as ever.** If you're a fan of college football, you must check this out. Great game!

**John R**

EA Sports' first polygonal college football game is nice. It is a very comprehensive title. In fact, NCAA Football 99 has so many features, you'd think you'd never need to buy another football game. This one has a play editor, historic games, a Dynasty Mode, etc. The gameplay is solid too, except tackling takes getting used to, and the animation is a bit sluggish. **It's about time EA Sports left the ugly world of sprites behind then.**

**Dan**

## POCKET FIGHTER



**Publisher:** Capcom  
**Developer:** Capcom  
**Featured in:** EGM #107

A past-sized, super deformed version of Street Fighter was inevitable. Thankfully, Capcom gave Pocket Fighter (Super Gear Fighter Mini-Mix in arcades) a decent treatment. Unlike some other "kiddie" games, Pocket Fighter offers a lot of new and interesting ingredients to the old SF formula. Perhaps the best is the use of gems to power up individual special moves—now, instead of just straight fight-to-the-death rounds, you have to worry about collecting gems to build up your fireballs and dragon punches. This leads to some fun and frantic matches as you and your opponent race around trying to gather all the gems on the screen. **Pocket Fighter has a certain magical quality to it, because everything is so...cute.** Ken's Shiryuuki leaves him omeleted, Chun-Li passes love notes and Felicia transforms into a flame Mega Hon, or Mega King. But once you've seen all the wackiness, Pocket Fighter may leave you feeling a little empty. The gameplay, despite having counters, always and other features, is very simplified. The worst offender is the tap-top combo system (why anyone can pull three or four-hit combos off with minimal effort). This is a fun game, and Street Fighter fans should check it out, but it may be better suited for younger, less hardcore fighting game fans.

**Dan**

Pocket Fighter isn't exactly the most in-depth fighting game Capcom's ever made, but it really does have a lot more to it than just cartoony graphics and hilarious animations. The gameplay is fast paced and fun, and the Guard Crushes and special combos add a lot to the game's appeal. The Edit Fighter Mode does nothing for me at all, but it doesn't take away anything from the game, so what the heck. **Capcom fans will eat this up.**

**John R**

Maybe it's the ludicrous over-the-top presentation or the bizarre sense of humor evident throughout—I dunno—but this is very cool. The graphics and animation are superb, and while the gameplay itself is more of your "disposable" variety rather than hardcore Street Fighter action, it does have a distracting quality that makes it enjoyable. **Don't take it too seriously and you'll have a good time—and that's what's important.**

**John D**

Pocket Fighter surprised me. Undamned the childish graphics and silly combos (Akuma snatching a plant, etc.) Yes! I found a solid and decent fighting game. **Although Pocket Fighter takes considerably less skill to play than any of the grown-up SFs, it's still fun.** The Edit Mode, however, should've been left out. This Create-your-own-fighter Mode had potential, but what's the point if you can't play as your own character?

**Sushi**

## TURBO PROP RACING



**Publisher:** Sony Computer Entertainment  
**Developer:** SCE Europe  
**Featured in:** EGM #109

Turbo Prop Racing reminds me a little bit of Jet Moto. Both games are kind of fun (at least competent) but they're not quite take it over the top. In other words, they're middle of the road, or perhaps just mediocre. That's not to say TPR doesn't have some nice features and redeeming value. "Cause it does—especially when compared to Intrepid's less-than-stellar Power Boat Racing (don't get these confused). I won't even go there...but I will say **TPR does a much better job of creating the sensation of speed and agility on water than PBR did.** Granted the water effects are still well below Wave Race 64 quality, but they're not bad, especially in light of the PlayStation's lesser processing power. I found most of the courses playable, with the emphasis on the racing gameplay rather than the aesthetics of the courses. That, to me, is why you play a racing game. (So figure it out.) Unfortunately some tracks (Canyon and Glacier Bay for example) are just too damn narrow and viable to race well. There are a lot less as far as I'm concerned. Still others provide the perfect water-way for fish-out speed and competition. Most importantly the gameplay and the frame-rate are both pretty good. Without these elements Turbo Prop would be below par, but happily they're present, making this a decent water racer all around.

**Dean**

The first thing that strikes me about Turbo Prop Racing is its graphics. There's not much bad about them other than the polygonal breakdown that occurs at times with the water. But as we all know graphics only go so far. **The game's control just doesn't feel right in both Analog and Digital Modes, and in a racing game control is everything.** I always end up getting spun around for no good reason. It's up to try-and-one to buy.

**Shawn**

It's forgettable, vaguely WipeOut-ish racer and doesn't do anything for me. It's as if you're trying to chop. It needs more tracks. And it most definitely needs better control. **I took me an unreasonably long time to get used to my boat's squinty handling—and even then I found it too easy to get thrown into the wrong direction.** On the plus side, you got some cool multiplayer options, and the hi-res graphics look very nice.

**Crispin**

I remember when this came out as the UK a year ago under the name Rapid Race—and as far as I can tell, nothing has changed apart from the name. Turbo Prop is significantly better than Powerboat Racing (that's not saying much), but it still suffers (mean, really, who's interested in racing boats? Imagine a slow-ish car racing game with tumble handling and blue, wobbly terrain and you'll know what to expect.

**John D**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	7	9

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	7

VISUALS	SOUND	INGENUITY	REPLAY
7	6	5	6

Number Of Players: 1-8

Best Feature: Incredible Graphics

Worst Feature: Occasional Drop In Frame Rate

www.easports.com

Number Of Players: 1-2

Best Feature: Game And Slightly Fun Combat

Worst Feature: Tiring Tap Combos

www.capcom.com

Number Of Players: 1-2

Best Feature: Sensation Of Speed

Worst Feature: Some Courses Are Lame

www.playstation.com

# WARGAMES: DEFCON 1



**Publisher:** MGM Interactive  
**Developer:** Interactive Studios  
**Featured by:** EGM '96

Wargames: Defcon 1 is a slick little package. It combines the mayhem of games like Mass Destruction and Return Fire but throws in a mission structure scooped down from one of the Strike games. Still, the game didn't hold my attention all that long. Although WG has interesting objectives in some missions, what they usually come back to is the same old thing: semi-mindless destruction. I say semi-mindless because there is a certain amount of strategy involved with what vehicle is best against what enemy. Sure, destroying a slew of mechanized ships and troops has a nice ring to it but it gets quite repetitious. For example, missions will have you take out enemy forces which have secured an area. Once you do that, an e-mail pops up saying something like, "Good job, but now the enemy has secured a similar location up the road," and the cycle starts over. And it's like that on both the Normal and WOPR side. Even with that the game is fun because of its simple Return Fire feel. Also be sure to try the two-player Mode—it adds some replay to the title. I like the Co-op Mode better than the deathmatch mode though, mainly because, again, the deathmatch mode is a bit too mindless for me. One other gripe is the long load times before levels. Wargames isn't bad, but it's not exactly a must-buy.

**Shawn**

Despite the ridiculous use of the classic music license, this is a very cool action-strategy wargame. It is very reminiscent of Return Fire. The gameplay is well balanced between shopping and thinking, and will keep you busy for a long time—since you can choose from two different skills. The graphics, sounds, and music aren't spectacular, but they are good enough to make this a surprisingly challenging and fun game.

**Kraio**

I don't appreciate that MGM thinks us console gamers need a dumbed-down action-oriented strategy game (compared to the PC version, that's why "smart" enough to play Return Alert, so? lol). Defcon 1 is enjoyable. The game's best features are its frantic game-play and co-op missions. The game's worst features are its long load times and a ridiculous movement AI that gets stuck and terrain all the time—its very frustrating.

**Dan**

Despite a few nitpicks, Wargames is actually pretty good. The graphics are perfectly adequate and the mission structure is simple but effective. It's all a bit Return Fire-ish, but that's not necessarily a bad thing. The problems are centered on the truly pathetic AI. Issuing one of the few, simple orders to your units frequently results in absolute anarchy. They can't even find their way back to base if they're killed or get stuck.

**John D**

# WWF WAR ZONE



**Publisher:** Acclaim  
**Developer:** Iguana  
**Featured by:** EGM '97

Any game that can make me want to play as huge men in tight outfits for hours must be a good one. WWF War Zone is such a game. It rather surprised me how great a time I had playing War Zone. Sure the animation is top-notch—some of the best ever seen on the PlayStation. Sure the game has a wide variety of moves and wrestlers—even ex-WWFEC Bret Hart. Sure the game has lots of different modes, from Tomato to Weapon Matches. But it's not until you get a couple of your friends and start bashing each other's skulls in (video game speaking, of course) before you truly appreciate this game. We all had a blast playing War Zone here. From Shawn and Dean, to having a television smashed over my head (again, in the video game world—quit your wishful thinking), we all played for hours and laughed out heads off. The best part, by far, is getting to create your own wrestler from scratch. How can you go wrong with a game that lets you create a tooth-halving freak show named "Elephant Sak" (Shawn's child)? The game could've scored higher had the engine been tweaked. The controls are a bit sluggish, but worse, the collision between multiple wrestlers seems non-existent at times; a slight downer is those frantic four-player tag-fests.

**Dan**

This game is hilarious. You can have just as much fun with the Create Player Mode as you can actually "wrestle." The graphics are nice, and are as life-like as I've seen for such a game. It's definitely a multiplayer title. To be honest, I don't know if I'd play it much, but in it is it great as a four-player contest. Creating a slew of whacked-out wrestlers is half the fun, while the engaging gameplay and thrill of the fight is the rest.

**Dean**

WWF War Zone is one of the best multi-player games out there. Come to think of it, it's actually the best wrestling game on the PS so far, too. It's a little bit lighter on features than the N64 version, and the graphics are a little weaker, but game-play wise it's just as much fun and a total blast with four people. The Create Player feature is too magnificent—you can literally spend hours making your own wrestlers (we do). Check it out.

**John R**

If you like War Zone for what it is, then you should have fun with it...I did. At first I thought to myself, "Oh man, another wrestling game," but this one really offers a lot. What really does it for me is the Create Player Mode. Since I care less about real wrestlers, this mode lets you make characters you can relate to (in my case a super-fat guy named Bubba Jones won out). War Zone is a blast, especially with play.

**Shawn**

# SHINING FORCE III



**Publisher:** Sega of America  
**Developer:** Sonic Software/Carrotel  
**Featured by:** EGM '94

I'm going to start this review by making a direct request to Sega of America: **Please please please please please please please please please please bring Scenarios 2 and 3 of Shining Force III to the U.S.!** How else are you gonna keep your fans busy until December launches next year? Anyway, back to the review: Shining Force III is awesome. If you're a fan of the series, don't even bother reading the rest of this review—just go buy the game, now. It's not enough that this game has awesome graphics, an incredibly smooth 3D engine, a great soundtrack and intense battles—it's also got the best story of any SF game yet, and surprisingly good writing, too. The one big downside to Shining Force III is that it's part one of a three-part series in Japan, and the chances of us seeing parts two and three are pretty slim. It's too bad, since they each tell the same story as this one does, only from the eyes of a different main character (Prince Medion in Scenario 2, and presumably Iolan in Scenario 3). This method of storytelling hasn't been done before in a console RPG, and it looks as if it might be really, really cool. That being said, you may want to brace yourself for an ending that's going to leave you wanting more... It won't spoil! Aside from that however, I can't recommend this game enough.

**John R**

Shining Force III is a fun and well-made RPG, no doubt about it. The graphics are outstanding (average, especially that cool "cut fight" on a horse), the music is really nice, and the story (the really drawn out, the strategic feel) makes the game's battles quite difficult, but it certainly keeps you on your toes during play (and angry as hell sometimes). If this is the last Saturn game by Sega, at least it's one ending on a good note.

**Shawn**

Shining Force III retains the exact gameplay as all of the Genesis and Sega CD classics. And that's a very good thing, because it gives this type of strategy/RPG to the more complex "James/War" variety. Here, the story and RPG exploration elements play a more prominent role than in those other games. And SFIII's story is very, very good. But without Scenario's 2 and 3, it's an unfinished story. So, Sega, send us the rest.

**Crispin**

Shining Force III takes everything that made the previous games great and pumps it up to the next level. The 3D engine is great (some of the best graphics the Saturn has ever seen) and the music and story (what a story) are top-notch. Kudos to Sega for doing such a nice job on the translation. The battles are perfectly balanced throughout, even at the end, and they're a joy to play. Sega, please give us Scenarios 2 and 3!

**Sushi**

Number Of Players: 1-4

Best Feature: Number Of Whisks

Worst Feature: Repetitive Gameplay

www.mgminteractive.com

Number Of Players: 1-4

Best Feature: Create-A-Wrestler

Worst Feature: Poor Collision Detection

www.acclaim.net

Number Of Players: 1

Best Feature: Great Story

Worst Feature: Where Are Scenarios 2 & 3?

www.sega.com



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# JUMP START

Strategies To Get You Started On The Hottest Games

See issue #50 for a complete strategy guide.

ENTER GAMER

## Vigilante 8

By XGs Andrew Baran

## Level Strategy

2

**A. Hover Dam, Electric Charge:** Send a deadly wave of energy through the canal by turning into the switch that is at the base of the dam. Keep running into it to send both after bolts into the cars stuck in the canal. This is a great way to kill the computer cars.

**Defensive Zones:** By staying by the power generators, and mining the area, you can be relatively safe from most enemy attacks. Fix mortars and saboteurs at the cars down below you.

**B. The Oil Fields, Great Balls of Fire:** You can use the fuel balls for all sorts of nastiness. If you shoot them, they will roll downhill, totaly mauling whatever they collide with. When you destroy them, they will explode.

**Easy Power-Ups:** Check out the massive oil drums to find Specials, Repair Wrenches and other useful items. Just make sure you're far away when they start exploding or else.

**C. Valley Farms, Waves of Fun:** When you destroy the spigots firing the aqueduct, you will send a wave of water through the canals. This wave will remove any cars inside helpess. If you destroy the spigot, don't be surprised if it takes awhile for the water to come. There's a 30-second delay.

**Bam Bam:** Blast the trailers, and you can use them as jumps into the barns.

**D. Canyonlands, Indian Teleport:** There is a weird circular structure made of stone blocks. If you stay in the center, you'll start to see flashes of green light. Keep still and you'll be bathed in green light. This will let you grab some items that are floating in the sky, and which you to another part of the map.



There are 13 cars to choose from with five of them locked. When choosing a car, try to pick one that does a lot of damage. This will allow you to finish the fight before things get hairy. If you know where the Repair Wrenches are in each level, you'll be able to heal whenever you need to.

Remember to keep moving at all times and you will survive whatever the competition has to throw at you.



## Driving Offensively

hurt by this, turn away in the opposite direction and accelerate away.

**Objective Completion:** There are two mission types, Defensive and Offensive. To defend a target most effectively, keep away from it and lure your opponents to another part of the level. Offense is easier, as you can simply find your objective and destroy it.

1



The Bear Hag Mine is the best all-purpose weapon.

If you play Vigilante 8 like you play Twister Metal 2, you'll probably die off pretty quick. The most important elements of this game are the level hazards. By all means, you should use them. More often than not, you can hit multiple opponents this way, that more conventional means cannot.

Vigilante 8 has an interesting Whimmy combo system that lets you chain attacks together to pulverize an opponent. The easiest way to get a Whimmy is to immobilize your opponent with a Bear flag mine, and then utilize the rest of your arsenal in a single surgical strike. With attacks like this, you can eliminate your opponents one-by-one.

**Jousting Head-On:** To win a head-on just simply drop a Bear Hag Mine, then spin around to blast your helpless opponent. This way, you'll get in a whole bunch of easy shots.

**Close-Combat Fighting:** To win close-combat situations, simply ram into the side of your opponent. Keep turning as your victim turns, and he'll keep soaking up shots. To avoid getting



The Whimmy System:

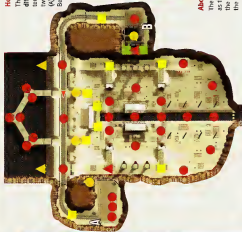
These are the combos of the game. The best way to get a successful combo is to trap an opponent, then cycle through your weapons. Start with the slow ones (Mortars), and move on to faster rockets.

## Hoover Dam Item Locations

3

### Hoover Dam:

This level is one of the best for trying out different tactics. It sports a wide variety of terrain so many things will work here. There are two great ambush points at the Mystery Center (A) and the Power Generator (B). If you set up Star Hugs at the entrance, you can pick off anyone who happens to come too close.



### Item Key:

-  Power-up
-  1 Time Only Power-up
-  Special Only
-  1 Time Only Special
-  Any Weapon
-  Repair Wrench

### About the Items:

The weapons that spawn in the level will change as time goes on. Memorize the locations where the specials and wrenches are. These are by far the most useful of the power-ups.

## Opening up Hidden Goodies

By beating the game with each of the characters you will unlock the hidden cars. If you have beaten the game with the four "Hidden Boss" characters, you will open up two levels that you can play in: Arcade Mode (Sand Factory and Secret Base). This also unveils the last of the secret cars, the Alien.



### GAME STATUS



By winning the game with each character you'll open items.

**L. Airplane Graveyard, Bomber Squadron:** There is a card way to surprise your opponents. Drive through the wire that connects the air traffic tower and a pole with a wind indicator. Then a bomber will make a pass at your enemies and nuke 'em!

**M. Amblush Behind:** You can ambush cars in the area hidden behind the billboard. Plant mines at the entrance, and you can totally maul anyone who comes close.

**F. Casino City, Zappellin Hill:** You'll see a lot of power-ups on the rooftops and wonder how to get them. The answer is simple. Find and board the zappellin and you'll be able to steer it to wherever you want to go. You can then drop onto any building you want.

**Cool Down:** By hiding inside the pool inside of the hotel, your weapons will cool down. This lets you shoot a continuous spray of bullets.

**G. Ski Resort, Avalanche:** Catch the opportunity by firing your machine guns at the trees lining the top of the mountain. This will trigger an avalanche that will most likely hit any cars near the bottom of the mountains. When you see the boulders coming your way, wends quickly or lose a quarter of life.

**Ski Lift:** You can board the lifts by waiting at their gates and boarding when a car is available. This is a fast way to the top, plus you can nab some hidden items along the way.

**H. Ghost Town, Beans on the Move:** The last car of the train carries four boxes. Each box will grant you a batch of Specials. To get the boxes, simply shoot them off of the fuelbed car. The boxes would fall off after a few machine gun bursts.



## Trick of the Month

# X-Men Vs. Street Fighter

TAG TEAM & FULL COMBO GAUGE

Now there's finally a way to switch characters in the middle of the game! On the Main Menu Screen, quickly press Triangle, Triangle, Right, Circle, L. The EX Option will appear. Now you can choose from Original Mode or EX Edition (the normal PlayStation version). You can also choose a Full Hyper Combo Gauge that resets to Level 3 every time you use it in the game! To be able to switch characters, choose "Original" Game Mode and press Start. Now you must choose Versus Mode from the Main Menu, as the trick only works for two players. On the Character Select Screen, both players must pick the same characters, but in opposite positions. For example, if player 1 picks Ryu and then Ken, player 2 must pick Ken and then Ryu. Once you do this, choose your options and go into the game. To switch characters in the middle of play, press L+R2 simultaneously. If you configured the buttons differently, press both H.Punch and H.Kick buttons at the same time to switch.



Joey Lugo  
Brookfield, WI



On the Main Menu Screen, do the code for EX Option.



After this code appears, choose "Original" Game Mode.



Have both players choose the same characters, but switched.



Both H. Punch + H. Kick can be used to change characters!

Trickman Terry bears with the summer heat

It's been a mighty hot and humid summer (at least in the cess pool of bad Chicago weather) and the Trickman is doing his best to keep cool in his little upstairs bachelor pad. Lately, his favorite pastime has been making goofy faces and altering them in his Game Boy Camera. Now if we could just keep him from plastering stickers all over the office, the rest of his co-workers would be much happier! Unfortunately, we're afraid that the heat has affected the functionality of Terry's brain and he needs a jolt of reality once again. Give your tricks, cheats and codes to the Trickmeister before his brain melts! Send them to:

Tricks of the Trade  
1920 Highland Avenue, #222  
Lombard, IL 60148  
or send e-mail to:  
tricks@td.com



# Tricks of the Trade

## Road Rash 3D

DOUBLE DAMAGE FACING FORWARD

In any race, hold the L2 button and you'll get the far view. While holding this, press and hold the R2 button. Holding both of these buttons while racing will give you double the damage for your hits without looking backward!

Alex Macrodimitris - Phoenix, AZ



You'll be able to get double damage without looking back!

## Hot Shots Golf

MANY INCREDIBLE CODES

To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller 1 and hold the L1+L2+R2+R3 buttons simultaneously before the Title Screen appears. While holding these, go to the Title Screen and immediately after the flash happens, press Up, Up, Down, Up, Left, Right, Right, Left, Up, Down, Up, Left, Right, Right, Left. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now

begin your game and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen, you will see that all the courses are now available!



As the title bounces in, make sure to enter the entire code.



At the Character Select Screen, you'll have all golfers!

## Win Games and Accessories for your Tricks!



If your trick is selected as the Trick of the Month, you will win a Free GamePack provided by the kind people at EGM. If you've never won a prize for submitting a hot trick in this section, you will win a free game! Go to the box set below, so you can get all the details on the free stuff!

NOTE: If you send your trick by e-mail, you must include your real name, address, city, state and zip code.

eligibility. In future months, there will come a time when you can win a Game Boy Advance console or a Game Boy Advance SP console. To be eligible, you must be a resident of the United States and be at least 18 years old. The prize will be awarded to the person who submits the most interesting and creative trick. The prize will be awarded to the person who submits the most interesting and creative trick. The prize will be awarded to the person who submits the most interesting and creative trick.

There will be a drawing to determine the winner. The drawing will be held on the 15th day of the month following the month in which the trick was submitted. The drawing will be held on the 15th day of the month following the month in which the trick was submitted. The drawing will be held on the 15th day of the month following the month in which the trick was submitted.

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# Vigilante 8

MANY INCREDIBLE CODES

**Hidden Vehicles**—From the Main Menu Screen, access the Options. Choose Game Status and then press the Circle button for the passcode. Enter this password: WMNNWLHTSCUCLH. After pressing X, all of the vehicles will be revealed in Arcade Mode, including the '64 Luxo Saucer.

**Monster Wheels**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: MONSTER\_WHEELS. Every vehicle's tires will now be huge!

**Deadly Missiles**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: DEADLY\_MISSILE. Your interceptor missiles will do more damage.

**Lighter Cars**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: REDUCE\_GRAVITY. The vehicles will jump higher.

**Invincibility**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: I\_WILL\_NOT\_DIE. You will now be invulnerable to all hits.

**Same Vehicle**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: SAME\_CHARACTER. In Arcade Mode, you can choose opponents that are the same as your car.

**Increase Difficulty**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: HARDEST\_OF\_ALL. Your opponents will now be more aggressive and the game will be more difficult.

**No Enemies**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: GO\_SIGHTSEEING. This allows you to pick "no enemies" in Arcade Mode.

**Play Your Own CDs**—When you are in the middle of playing the game, press Start to pause. Now press the Open button on the PlayStation. Replace the Vigilante 8 CD with any standard music CD of your choice. Now you can choose the track you want to play in the game. The only drawback to this is that you have to swap the disc again when the level ends.

## Secret Moves

Every weapon has two secret moves. One move for each weapon is revealed in the manual. Here are the rest:

**Interceptor Missiles** - Halo Decoy: Up, Up, Down, Fire Machine Guns. Cost = two missiles.

**Bull's-Eye Rockets** - Stampede: Up, Down, Up, Fire Machine Guns. Cost = five rockets.

**Sky Hammer Mortar** - Turtle Turnover: Down, Down, Down, Fire Machine Guns. Cost = two shells.

**Brauser Cannon** - Cow Puncher: Down, Up, Up, Fire Machine Guns. Cost = two shells.

**Roadkill Mines** - Cactus Patch: Loft, Right, Up, Fire Machine Guns. Cost = one to six mines.



Enter the passcode: WMNNWLHTSCUCLH under Game Status.



All of the hidden vehicles will be revealed in Arcade Mode.



This passcode will also reveal the hidden '64 Luxo Saucer!



Enter MONSTER\_WHEELS at the Game Status option.



This will give any car or truck huge, monster truck tires!

# Mortal Kombat 4

DEFAULT GUNPOD WEAPONS



From the Main Menu, choose "Arcade" Mode. Now choose one-on-one Kombat. On the Fighter Select Screen, press Start on controller two. This will join in a second player. Now take controller one and move to the "Group" icon at the bottom of the screen. Choose this option and let player 2 choose his/her character. Now player 1 must defeat player 2. Then player 2 must press Start (at the Falling Screen) to continue. Repeat the same process on the Fighter Select Screen with player 1 choosing the group select, and player 2 choosing a character. You will notice that player 1 will be playing as a different character in succession each time you do this. Keep doing this process until you reach the last character in the Fighter Select Screen (Sonya). After the Group Select chooses her and you defeat player 2, have player 2 continue and go back to the Fighter Select Screen again. Now have player 1 choose any character (not from the Group select this time). Meat will appear in place of your chosen fighter. He will have the same moves as the fighter you chose from the Select Screen. As long as you continue, you can play as Meat with any other character.



Choose "Group" and let player 2 choose his/her character.



Defeat player 2, and press Start at the Falling Screen.



Repeat this and have player 1 keep defeating player 2.



Pick any player and fight. You'll be playing as Meat!

# Panzer Dragoon Saga

## HIDDEN ROOMS

There are a pair of hidden rooms filled with tons of goodies in the URU Underground Ruins.

Once you have beaten this level, go to the ruins with your dragon and make your way down one level to level B2F east. Once there fly to the large room to the north (the one with all of the unfinished monsters hanging from the ceiling). Between the large room and the hallway is a shadowed space that you can target and enter. Once you enter you will find yourself in a secret area marked B7F. There you will have to leave your dragon behind and go forward on a floater to gather all of the cool stuff. In order to get everything, you must go back and forth to this area five times. On one of the branches you will even find an entrance to a second hidden room, B7F.



Head to B2F east (map), then fly north to the large room.



Enter the shadowed space. You'll see an area called B7F.



On one of the branches, you'll find another area called B7F.

## Jersey Devil

### EASY 1-UP LOOP

When you first begin your game, jump on top of the water spray in the fountain. There you will find a 1-Up. Now when facing City Hall, take the path to the right. When you reach the dead end, punch the fence in front of you. It will fall down and reveal a pipe. Go into the pipe and you'll be in Knarf's Forest. As soon as you get there, backtrack through the pipe again to exit the level. Now go back to the fountain and the 1-Up will be back! Collect it to get another life. Repeat this process and you will have a plethora of lives to begin the game!

Rob Keller - Toledo, OH



Get the 1-Up on the fountain, then go right, past City Hall.



Go back and forth through the pipe collecting the 1-Up.

## N2O

### MANY CHEAT CODES

At the Main Menu, scroll through the choices until you see "game options." Access this option and inside this Options Menu, scroll until you see "enter code." Now access this option and enter the following cheats for the results shown:

**Firewall Cheat** - X, X, Square, X, X, X, Triangle, Triangle.

**Weapons Cheat** - Square, X, Circle, Square, X, Square, Circle, Square.

**Infinite Lives** - Circle, X, X, Triangle, Square, Triangle, Square, Circle.

**Access any Level** - Square, Triangle, Circle, Triangle, X, Triangle, Square, X.

**Bonus Ship** - X, X, X, Square, Triangle, Circle, X, Triangle.

**Bonus Level Access** - Square, Square, Square, Triangle, Circle, Triangle, Square, Square.

**Water Effect On** - Circle, X, Square, Triangle, Triangle, Circle, Triangle, Circle.

**No Bonus Reset After Death** - Square, Triangle, X, Triangle, Circle, Square, Triangle, X.

**Disable Cheats** - Square, Square, X, Circle, Circle, Circle, Triangle.



## All-Star Baseball '99

### OVERSIZE AND PAPERMAN PLAYERS

At the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, put in one of the following codes for the results as shown:

**For Big-head Mode**—Enter the code G0TRELJUR and then press the Start button. A statement on the bottom of the screen will confirm that it was entered correctly. Now your players will have oversize heads, bats, feet and gloves!

**For Paperman Mode**—Enter the code PRP-PAPEYR and press the Start button. A statement at the bottom will confirm it. Now your players will be flat (instead of 3D).



Enter the code, G0TRELJUR for Big-head Mode Enabled.



Now all the players in the game will be oversized!



Put in the code, PRP-PAPEYR. It will say, "Paperman Enabled."



All of the players in the game will be flat with features.



Enter one of the button codes on this Password Screen.



One of the codes reveals access to a fifth ship.



Another code lets you access a level select.



# Elemental Gearbolt Contest

**Grand Prize (1): \$10,000**

**First Prizes (2):**

**Elemental Gearbolt™ Assassin Case with Gold GunCon®**

**Runner-up Prizes (10):**

**One-Year Subscription to EGM**

**Entry Deadline: Jan. 15, 1999**

To Enter: Send a legible photograph or a video tape showing the final status summary screen from the Single-Player Normal Mode (sample depicted at left) of the PlayStation®2 game Elemental Gearbolt, along with a 3x5 card or paper containing your name, address, age and phone number to: Elemental Gearbolt™ Contest c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001.

For a complete list of rules, prizes, eligibility, and restrictions send a self-addressed stamped envelope to: Elemental Gearbolt™ Contest c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001 or go to [www.workingdesigns.com](http://www.workingdesigns.com) on the World Wide Web.



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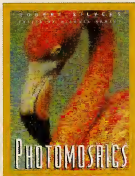
Cool stuff you could probably live without, but shouldn't

## What's All the Buz About?

If you've ever thought about capturing audio and video through your PC but thought it'd be too complicated or costly, think again. The flux from Iomega (makers of the wildly popular Zip and Jaz drives) allows you to simply plug in cables from any source and capture audio and video with the included software. All you need is a PC with a SCSI card. Take pictures for your very own mag, edit home movies—the possibilities are truly limitless.

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For more information  
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Phone (800) MY-STUFF



## Modern-day Monet

If you think *The Truman Show* movie poster and our own EGM Lara Croft pack-in poster are the cat's meow, check out *Photomosaics* by Robert Silvers. This full-color book answers the "how'd they do that?" question and features a load of cool images like Yoda, Darth Vader, Bill Gates and Madonna, all done in the impressionistic photomosaic style.

Price \$20

For more information  
www.photomosaics.com  
Phone (617) 577-9496



## Space Ghost: The Musical

If you're a fan of Space Ghost then you know the show is all about wacky comedy. Part of that comedy is in the form of song. That's why Rhino has recently released Space Ghost's Musical Bar-B-Que. The disc features 25 hilarious tracks of Space Ghost and friends singing all kinds of zany songs. Also look for a new Space Ghost CD from Rhino due Aug. 19.

Price \$15

For more information  
www.rhino.com  
Phone (800) 432-2020



Bat in NightVision Mode



Bat in Standard Mode

## Secret Agent Cam\*

Sony's Handycam TRV65 has all the bells and whistles you want in a Hi-8 camcorder, and others you may not expect. Some key features are "Steady Shot" image-stabilization for rock-steady hand-held shots, a flip-out 2-inch color LCD screen and a 22-hour info-lithium battery (which provides up-to-the-minute estimates of battery life). Best of all, this camcorder can see in the dark! A small infra-red beam can illuminate objects up to 25 feet away in total darkness by greatly enhancing any existing low light. So if you hope to capture your girlfriend sneaking around with your best friend in the dark this camcorder is for you.

Price \$380

For more information  
www.sony.com  
Phone (949) 768-7669

\* Fruit Bat not included







# The Final Word

by Kraig Kujawa  
kraig\_kujawa@zd.com



## Game Controllers: Progression or Regression?

**D**uring my tour of duty in the *Surviv* Crew, I've noticed one very annoying thing: I often play inferior versions of games on one system because the standard controller as the system with the superior game just doesn't work very well with it. The basic controller of a system should never be so offensive that it keeps you from playing certain games, but it's definitely panned out to be that way.

The biggest offender is the Nintendo 64 controller. Sure, it revolutionized console game control with an analog stick, and the press went goo-goo over it. But frankly, after playing a lot of games with it, its major weaknesses are incredibly apparent. The digital pad is way too stiff, the controller has too few shoulder buttons, and worst of all, the face-button configuration with the small and unattractive yellow "C" buttons is abominable.

It's obvious Nintendo designed this quirky controller implicitly to work well with games

like *Nano 64*, *Barjo Kurooto* and *GoldenEye*, and indeed it does. But what about fighting games and sports games—two genres that simply do not get along with stiff digital pads and small buttons all labeled "C"? This is even more interesting when you consider that those are two of gaming's most popular and best-selling genres. What were they thinking?

To their credit, Nintendo has shown a great deal of pioneering spirit by forging new ground with analog control and their Rumble Pak—I just wish they put as much attention into the overall design of their controller.

Sega seemed to have just as much trouble with their Saturn controller and may continue to do so with their Dreamcast. The Saturn controller went

through a small number of tweaks to fix its flawed shoulder buttons that were devoid of tactile feedback. Unfortunately, the quality of their digital pad decreased, and finally the latest rev of their controller is pretty solid. Sega also did nicely with their analog controller. They learned and adopted—or did they?

As impressive as the Dreamcast's hardware is, the controller isn't. Yes, the PDA will add a gimmicky and new dimension to games, but the pad is definitely a regression in design. It is bulky and has only four face buttons and two shoulder buttons. With such sophisticated hardware, it seems imminent that games will need many more buttons—something

Dreamcast's controller won't provide. It doesn't even have force-feedback—that's something that everyone has right now! Ironically, the company with the least amount of gaming experience is tackling these issues best, albeit not perfectly. Sony's PlayStation controller has its minor shortcomings, but it is the best all-around pad. Furthermore, Sony has shown

amazing skill at quickly adapting to the evolution of controllers and then one-upping the competition in delivering it to consumers. For example, Nintendo brought out the Rumble Pak to match fanfare and Sony countered with the superior Dual Shock, now packed in with their systems. Sega was proud to show their PDA as one of Dreamcast's new wonders, and Sony was quick to steal that thunder by showing a PDA that works with their existing PlayStation.

Hopefully, this demonstrates that game control isn't just about gimmicks, bells and whistles, but rather sound, fundamental design. While game hardware is quickly progressing, it's unfortunate that in many ways game controllers are regressing.



We wish this Dreamcast controller had at least two more buttons.

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# Next Month



Twisted Metal 3 is finally here. We'll have an in-depth look at this long-awaited sequel.



The football wars are here! Check out reviews of this year's Madden and GameDay.

Next issue is gonna be big and packed with tons of information headlined with LucasArts' next N64 game, Rogue Squadron! Obviously, you'll want to hear those Star Wars tunes in grand style, which is why we're also going to have a complete guide on how to build the Ultimate Gaming Rig. Whether

you're shoppin' bargains or looking for a setup that'll rival the cost of a car, we've got the information you're looking for.

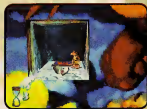
We'll also have previews of Twisted Metal 3, and more Metal Gear Solid to go along with reviews of Parasite Eve, Madden NFL 99 and NFL GameDay 99!

LucasArts' latest Star Wars Nintendo 64 game, Rogue Squadron promises to be hot. Find out all about it next issue.

## October 1998



# EXPERT GAMER



## September 1998

So you think you've found ALL the secrets in Benjo Kазoie!? Read XG's next issue and think again!



XG's next issue will show you which weapon works best during certain situations in Elemental Gearbolt.



With a mixture of 2D and 3D, C: The Contra Adventure could leave gamers topsy-turvy—if they don't have the XG guide.

Expert Gamer takes you back to school with some exciting and detailed guides on today's challenging video games.

First, if you thought last issue's Benjo guide was extensive, just wait until September's. It will provide more helpful tips as well as a few "unexpected" surprises.

Elemental Gearbolt's main theme could be kill or be killed. However, XG's guide will make you the victor by pinpointing the Bosses' weak points as well as how to use each weapon to its fullest.

Also next month, we'll have a strategy guide on C: The Contra Adventure for Contra fans.



We'll show you the many impressive new features in GameDay 99.



Thunder Force V is almost here. We'll bring you the latest juicy details.

# Official U.S. PlayStation Magazine

## September 1998

There's a couple of really cool milestones that we'll be celebrating in the September issue of OPM: There's the three-year anniversary of that little gray box known as the PlayStation and a full year of the Official U.S. PlayStation Magazine (12 issues and demo discs in the bag!).

Expect plenty of cool information worthy of these two stellar occasions aside from the requisite "Happy Birthdays To You."

And before you take your party hat off, check out our previews of NFL GameDay 99, Thunder Force V and DarkStalkers III plus reviews of Parasite Eve and WWF Warzone.

Explore a darker side of gaming with SquareSoft's apocalyptic RPG Parasite Eve, and save humanity while you're at it.











Introducing Pocket Fighter: The home version of the Arcade game featuring definitive versions of several of Capcom's best-known video game characters. Such as Mergan from "Darkstalkers", Ryu and Chen Li from "Street Fighter" as well as other characters from Capcom games. The choice of the game or single play mode, is to beat all of the other characters and gather the girls and power-up that your opponent loses every time he or she is hit or locked by their opponent. Pocket Fighter is going to be the best fighting game out this year. For the Sega Saturn.

# Dracula X

Introducing Dracula X: The home version of the Arcade game featuring definitive versions of several of Capcom's best-known video game characters. Such as Mergan from "Darkstalkers", Ryu and Chen Li from "Street Fighter" as well as other characters from Capcom games. The choice of the game or single play mode, is to beat all of the other characters and gather the girls and power-up that your opponent loses every time he or she is hit or locked by their opponent. Dracula X is going to be the best fighting game out this year. For the Sega Saturn.



Introducing Radiant Silvergun, the newest vertical shooter from Treasure, the company that brought you Contra. This newly released title features characters animated by the studio who designed Guardian Heroes, this is a truly unique 2 person, 2D shooter.



# DEEP FEAR

Introducing "Deep Fear" currently the hottest Saturn game in Japan. The underwear adventure game, features the same type of elements that made "Resident Evil" a best seller. The adventure begins when a Top Secret Nuclear Submarine crashes into a Top Secret Marine Base. When a search and rescue operation is dispatched, all hell breaks loose. Victims begging to be killed moments before they are transformed into monsters. If all adds up to an incredible adventure, the likes of which have rarely been seen on the Sega Saturn.



DESTRUCTION DERBY



## Vampire Savior

The best reason to play Vampire Savior, is perfect translation of the arcade. With the added advantage of a 3D fighting game, you can see all the action in 3D. This is a truly unique 2 person, 2D shooter.

## SNK's CLASSICS SERIES

### Real Bout Special

Real Bout Special Fury is another one of SNK's best known and has been the top selling 2D fighting game, which is being released as part of SNK's classic. This game features awesome combat trademark animation and countless hit lists. Real Bout Special Fury Special issue becomes a staple fighting game title.



BLAZING TORNAO



THUNDER FORCE V



## X-Men vs. Street Fighter

Feaster a better than PSX version! Capcom have been awaiting for this hot arcade game to be released for the Saturn, and it's finally available and fits with the 4 way main cast, it's a dream come true. Just like the arcade.

### Samurai Spirits IV

Samurai Spirits, the second game of the series, to be available for the Sega Saturn, and it's now being released as part of SNK's classic series. The game is beautifully animated, as graphics are done and drawn in the "anime" style. It features many different gameplay as well as language options, so it's a real treat.



TIME COMMANDO



KING OF FIGHTERS '97



## FIRE PRO-WRESTLING

This all time favorite 2D wrestling game featuring 4 player battle mode, and 3 different style wrestling rings. Plus each character has their own unique wrestling style and awesome maneuvers. This game is a must have for wrestling fans.



DEAD OR ALIVE



## 4MEG TURBO KEY

For the Sega Saturn. The 4Meg Turbo Key is an adapter to play imported games, with a 4 meg ram card, a back-up memory card. Never will you need to swap cartridges and ram cards again when you play your imported Saturn games. Ideal for games like X-Men vs Street Fighter, Vampire Savior and King of Fighters '97.



## ST-KEY

For the Sega Saturn. ST-KEY is an adapter that plugs into the cartridge port to allow the Saturn to play imported software. Ideal for Japanese and European games. (Converter does not transfer the text).

## Virtual Pro-Wrestling

A great wrestling game by the makers of "King of Fighters" series. The game features some of Japan's best Pro-Wrestler battling out it in the awesome 3D wrestling game.

## Dragon Ball Z Legend

A fighting game that features the most popular animated character "In The World". The game features 3D action fighting with 20 enhanced characters.



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# Hot New & Upcoming Titles

## Superman 64



## F-Zero X



## Code R



## Import Saturn Titles

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D A D Collection

"Deep Fear

"Dracula X: Nocturne in the

Moonlight

Gradius: Digital Gallery

"Langrisser V

"Lunar 2: Eternal Blue

"Rocket Fighter

Resident Evil:Grim

"Shining Force III: Sen 3

Super Tempo

Soul Divide

Wachenroder

Ultra Man3

## US N64 Titles

Buck Bumble

Choro Q 64

Madden NFL 96

NFL Blitz

Off Road Challenge

Space Chase

Superman 64

Turok 2

## Import N64 Titles

Bio Tetris

"Dracula X 3D

"F-Zero X

Fighting Cup

King Hru 64

"Legend of Zelda 64

Snow Speeder

Super Robot Spirits



"Soundtrack Available

## Rival Schools



## Parasite Eve



## US PlayStation Titles

"Abe's Oddysey Odyssey 2

Asteroids

Capcom Generations

Dead Unity

LAPD 2100 A.D.

Men in Black

Mighty Racer 2

"Parasite Eve

"Pocket Fighters

Pro Pinball Time Shock

"Rival Schools U.D.F.

"Silhouette Mirage

Semul Soldiers

Starion

Tecmo Decathlon II

Thrill Kill

Tomorrow Never Dies

Tiny Tank

The Unholy War



## Metal Gear Solid

Metal Gear

"Overblood 2

"Star Ocean: The 2nd Story

"Vision of Ecosystem

Brave Fencer

## Import PlayStation Titles

Advanced V02

B.L.U.E. Legend of Water

"Brave Fencer

Cygnetic Empire

Destra

"Dragon Quest VII

"Ehrgeiz

"Estoppel 3 (Lulu)

"Estoppel 3 (Lulu)

"Metal Gear Solid

Metal Gear

"Overblood 2

"Star Ocean: The 2nd Story

"Vision of Ecosystem

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